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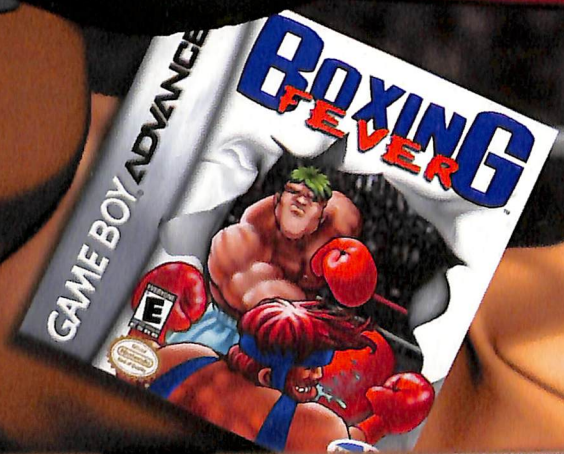

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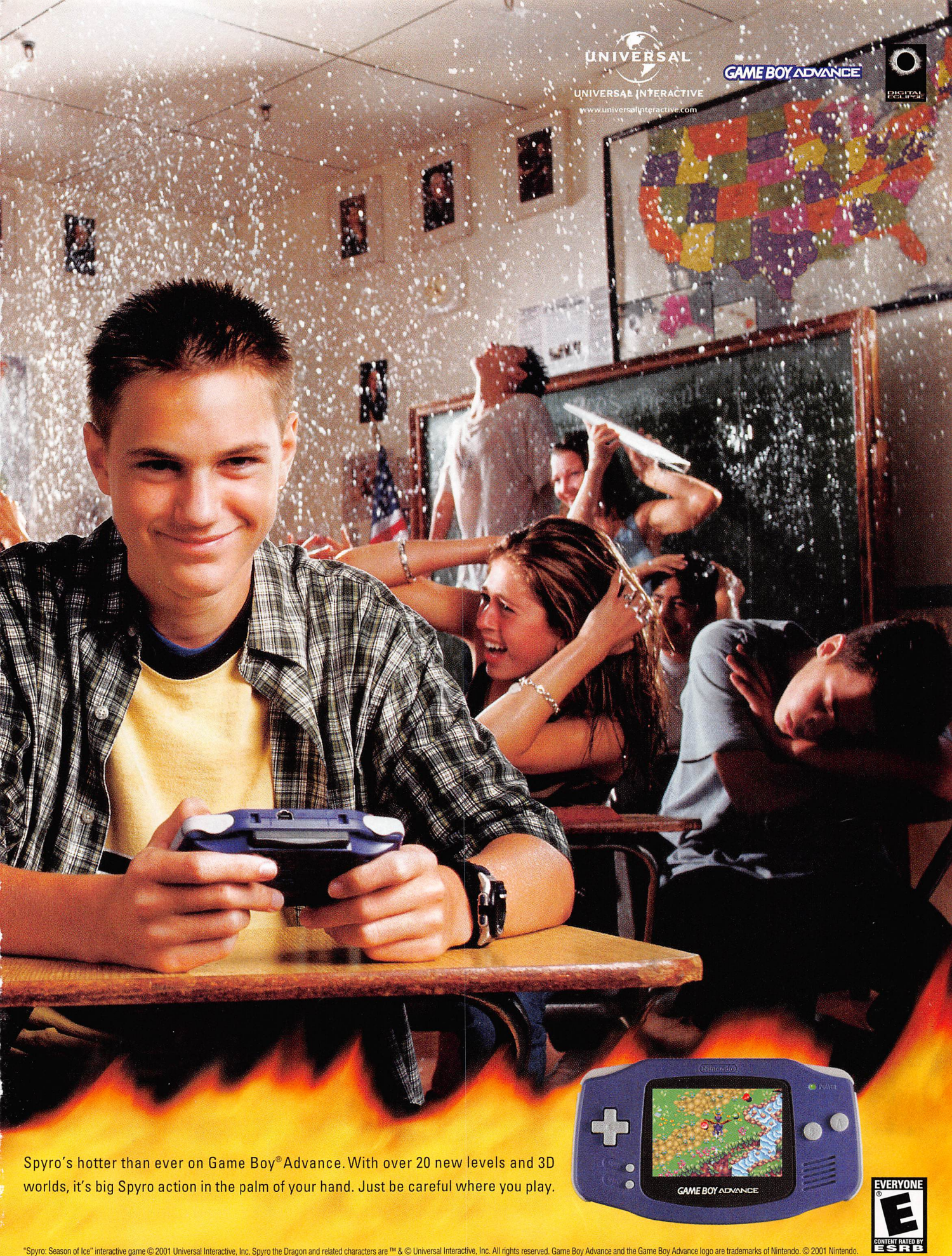

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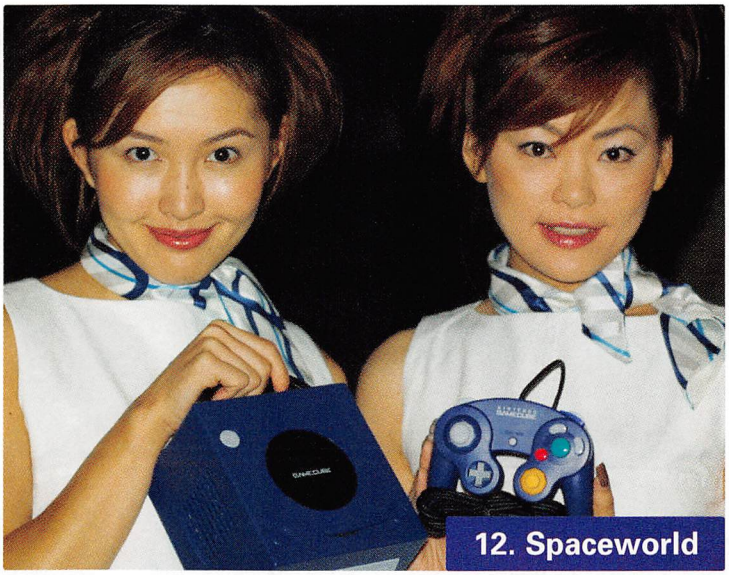
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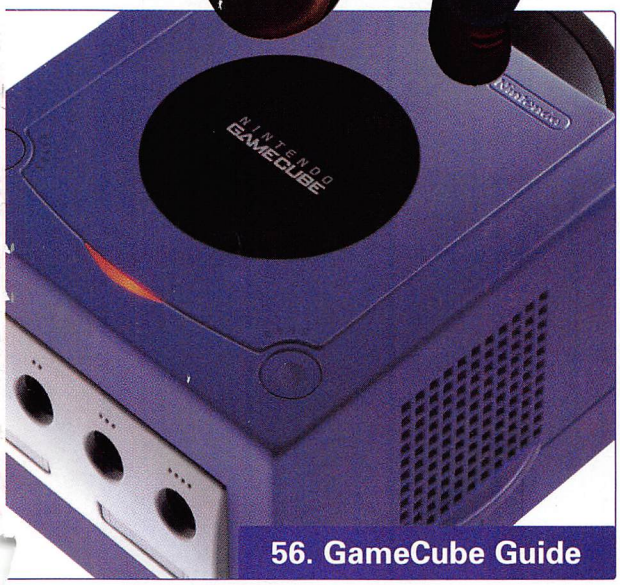

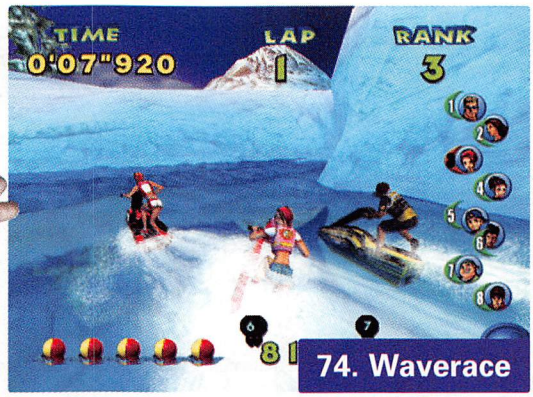

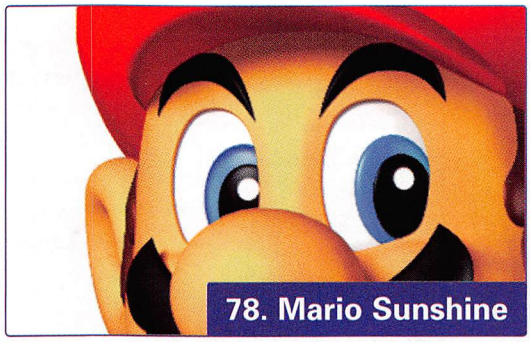

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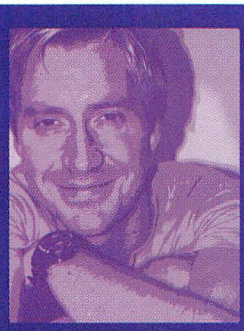

WELCOME!

By the time you read this magazine one of two things has happened: either GameCube has launched in the U.S, and you're looking to see what you should be buying, or you picked this book up before the November 18th launch date to see what all the fuss is about (there is a third possibility: You're from another planet and have no clue what we're talking about —if so, we cheerfully direct you to the Ziff Davis corporate offices and offer up any one of our executives for "examination").

Whatever the case, you've come to the right place. As well as our usual sterling Game Boy Color and Game Boy Advance coverage, we proudly present our very special guide to GameCube. In this, massive 30-page feature we take the mysterious new purple cube and interrogate it under hot lamps, forcing it to reveal its innermost secrets, writing a list of all known accomplices and giving us a full confession. In other words: it's all here. The lowdown on the hardware, the accessories, the Internet connection, the launch line-up, the biggest games. We politely invite you to "get into it."

Simon Cox
Editor in Chief

WIN!

JIMMY NEUTRON'S SHOW US YOU'RE A GENIUS CONTEST!

To celebrate the forthcoming Game Boy Advance Jimmy Neutron game, we've conspired with THQ to fill your pockets with cool stuff! Just send us a recent report card from your school with an "A" on it (preferably YOUR report card, genius!) and you could win a prize package filled with THQ and Nickelodeon GameBoy Advance Games, an official Rocket Power Skateboard and a plush SpongeBob SquarePants doll! (See below for details).

Sweepstakes Rules: 1. NO PURCHASE NECESSARY: To enter, mail a copy of a 2001 report card from your school with one "A" grade or equivalent to "Jimmy Neutron's You're A Genius Sweepstakes" P.O. Box 3338, Oak Brook, IL 60522-3338. All entries must be legibly handwritten in ink. Mechanically reproduced entries will be accepted. Limit one entry per envelope. Entries must be received by Feb. 21st, 2002. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: 5 Grand Prizes: Five Grand Prize winners will each receive five THQ GameBoy Advance games, a Variflex Rocket Power skateboard and a SpongeBob SquarePants plush doll (approx. retail value: $250). Winners will be determined by a random drawing from all valid entries by Ziff Davis Media Inc. whose decisions are final. 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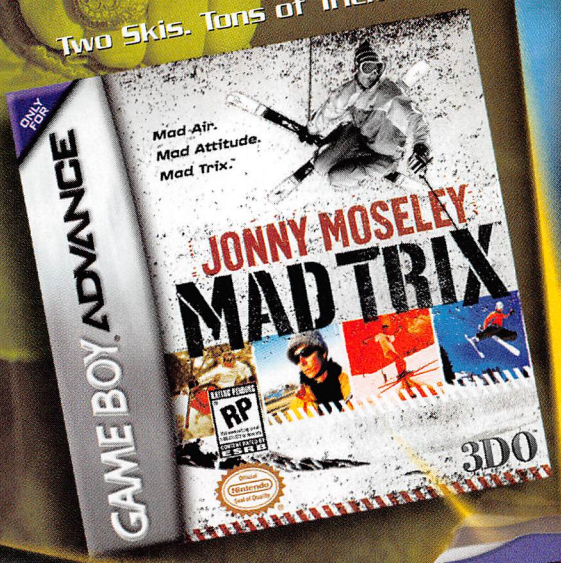

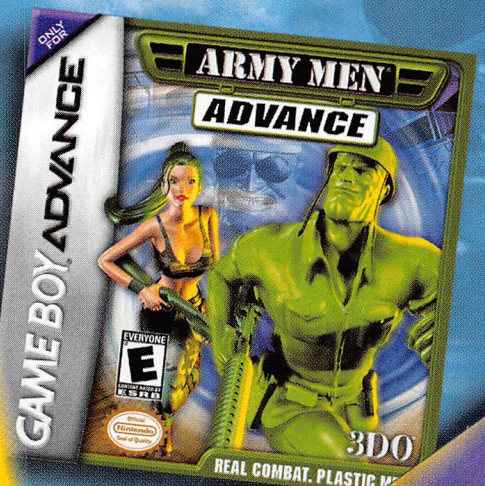

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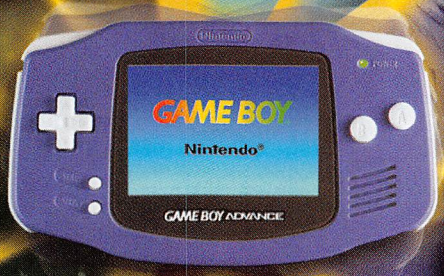

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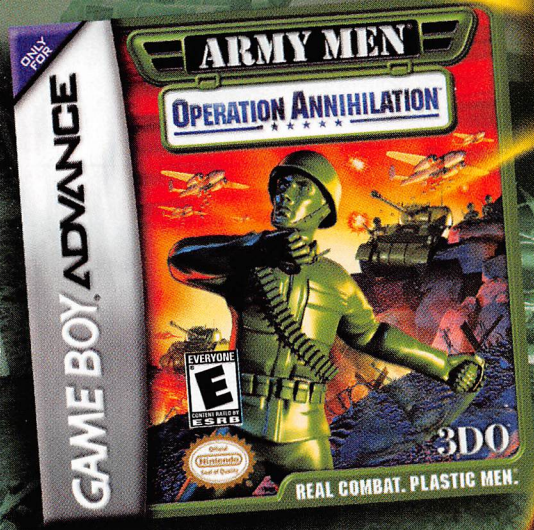

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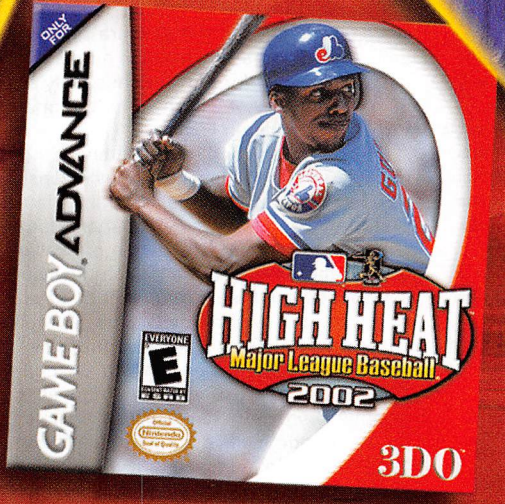

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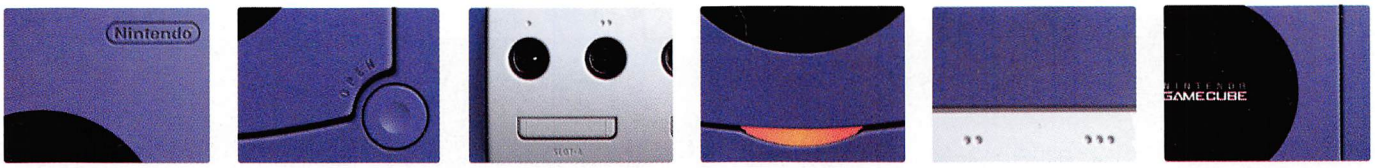


TOKYO CUBED!

GameCube launches in Japan! 300,000 units sold in 24 hours! Monsters appear from the sea and stomp around!

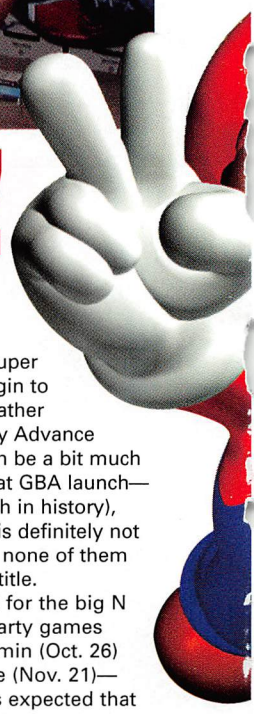
by John Ricciardi

At long last, the 128-Bit successor to Nintendo's five-year old Nintendo 64 has landed in Japan. Nintendo GameCube went on sale on the morning of September 14, amidst a week of typhoons in Japan, terrorist attacks in the U.S. and general worldwide turmoil. Despite the hectic events of the few days preceding the launch, Nintendo managed to sell about 70% of their initial shipment of 450,000 units, though the excitement and fervor of previous Nintendo launches was definitely absent.

Typical of most major system launches in Japan, hardcore gamers began lining up the night before in front of games retailers throughout the country. But unlike last year's PlayStation 2 launch and this past spring's Game Boy Advance launch, the lines this time were small by comparison. The line at Yodobashi Camera in Shinjuku—one of the most famous game retailers in Tokyo—ran only half as deep as the line that amassed there for the GBA launch, and when the dust settled, there was still plenty of GameCube hardware and software available for purchase. By comparison, it was nearly impossible to find a GBA there for nearly two weeks after the initial shipment was gone just hours after it went on sale on launch day back in March. And in front of Akihabara's famous Laox store, where hundreds of gamers usually show up for big launches, only about 50 people, many of whom were foreigners, turned up to wait in line.

According to sources at Nintendo, the main reason that lines weren't as extensive as usual is because of the company's large preorder campaign. Lawson, Japan's largest convenience store chain, began pre-selling GameCubes and all three launch titles about a month before the system went on sale. According to Lawson officials, nearly their entire inventory was sold out during this time. A few other major retailers, including Toys 'R' Us Japan, offered preorders as well. Another key factor, however, is the fact that for the first time since the 8-Bit Famicom (our NES), Nintendo launched a new hardware platform without a Mario title. Luigi's Mansion is a cool game, but it's hardly a substitute for a true Mario title, especially when gamers have been starving for one for over five years. Add to this the fact that there were only two other launch titles besides Luigi—Wave Race: Blue Storm and Super Monkey Ball—and you can begin to understand why things were rather quiet for the launch. Game Boy Advance proved that too many titles can be a bit much (there were 25 titles available at GBA launch—the most for any system launch in history), but launching with only three is definitely not a good thing. Especially when none of them have the word "Mario" in the title.

Still, the future looks good for the big N in Japan. The next two first-party games due to be released there—Pikmin (Oct. 26) and Super Smash Bros. Melee (Nov. 21)—are both high-profile titles. It's expected that both of these games, especially Smash Bros., will move plenty of hardware. The original Super Smash Bros. sold nearly two million copies in Japan alone (it's madly popular there), which may definitely bode well for Nintendo come November. And with a slew of exclusive Biohazard (Resident Evil) titles on the way, not to mention heavy support from Sega and several other major third parties, things are only going to get better for GameCube fans.



LAUNCH SELECTION

A. Controller
Price 2,500 yen (about $21)
Nintendo's latest controller features two analog sticks, a smaller d-pad, four main face buttons (not including START), and L, R and Z shoulder buttons. In addition to being fully analog, the L and R buttons can register an extra button press when fully pressed in, giving the buttons dual functionality.

B. Memory Card 59
Price 1,400 yen (about $12)
The Memory Card 59 is named as such because it contains 59 blocks of data for saving games. The actual amount of memory on the card is quite small, but most early games don't require many blocks for saving, so it seems as if it could end up being sufficient after all.

C. Component Video Cable
Price 3,500 yen (about $30)
A digital video cable for users with high-definition televisions. Allows for progressive scan output on TVs that support it, providing for an incredibly crisp, clean image. If you're a hi-fi nut, you simply can't Cube without this cable.

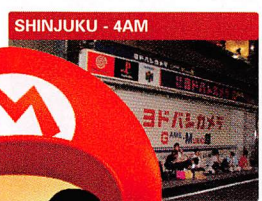
D. D-Terminal Video Cable
Price 3,500 yen (about $30)
D-Terminal is a format similar to Component Video, but it's only supported in Japan. Both this and the Component Video Cable provide awesome picture quality. No audio cables though, so you'll need a Stereo AV Cable as well for audio.

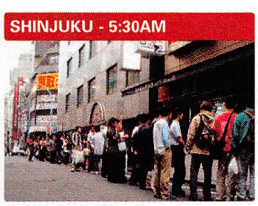
E. S-Video Cable
Price 2,500 yen (about $21)
This cable has been available in the U.S. since 1991, and is the same one that worked on Super NES and Nintendo 64.

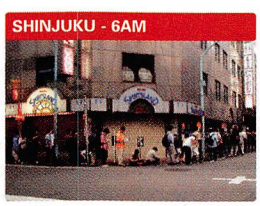
F. Stereo AV Cable
Price 1,500 yen (about $13)
This is the standard AV cable that comes bundled with the GameCube in America (in Japan it's sold separately). It provides standard quality audio and video output. For the truly deprived, a Mono AV Cable is also available for 1,200 yen (about $10).

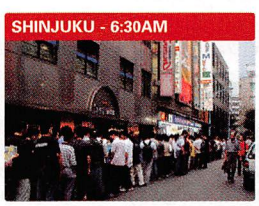
G. AC Adapter
Price 3,000 yen (about $25)
Can't play your GameCube without a plug, right? Actually, the GameCube comes with one of these. They're sold separately simply as a back up, in case you lose yours, or your dog eats it or something.

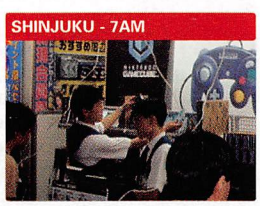
H. Games
Price 6800 yen (about $55)
Gamecube software comes on a mini-DVD format, and its packed into cool little transparent cases, much smaller than PlayStation 2 or XBOX packaging. Only three titles were available.

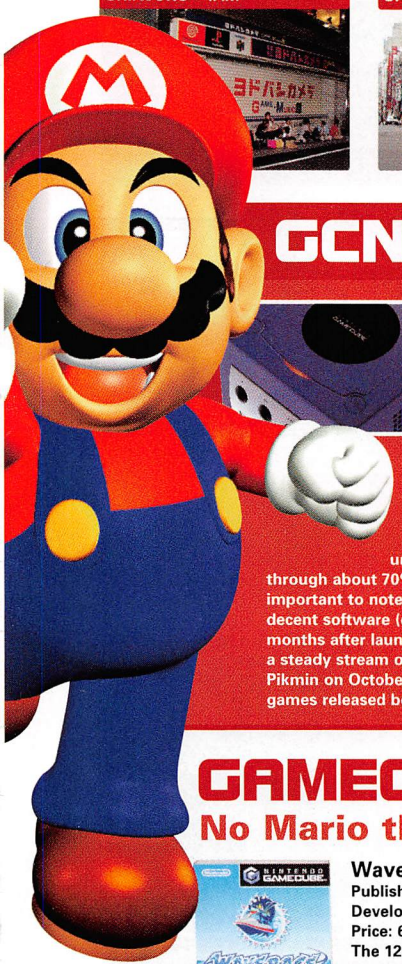








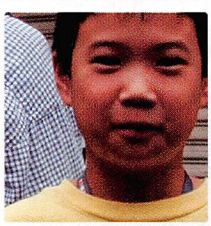




GCN VS. N64

When Nintendo 64 launched in Japan on June 23, 1996, there were 300,000 units available on day one, and all of them sold out immediately. For GameCube launch, Nintendo managed to produce 450,000 units for day one, though they only sold through about 70% of those on September 14. However, it's important to note that the N64 didn't have another piece of decent software (or any software, actually) for nearly three months after launch in Japan, whereas GameCube will have a steady stream of new games showing up, beginning with Pikmin on October 26. And in the U.S., there'll be even more games released before the end of the year than in Japan.

OUT OF LINE
Tokyo kids on GameCube



Pocket Games took time out to talk to Tadaaki Umezawa (age 12) and Masatoshi Umezawa (age 10) as they stood in line for their GameCubes in Shinjuku.

Pocket Games: Why did you decide to buy a GameCube?
Tadaaki: Everybody's been talking about it and so we decided to get one.

Pocket Games: Which games are you looking forward to the most?
Both: Super Smash Bros. Melee. Today we're gonna buy Luigi's Mansion.

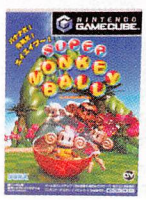
Pocket Games: What about Xbox?
Tadaaki: I think I heard about it from somewhere....

Pocket Games: Will you buy an Xbox?
Masatoshi: No way!

GAMECUBE JAPANESE LAUNCH GAMES
No Mario this time, but fans settle for little brother, Luigi

Waverace: Blue Storm
Publisher: Nintendo
Developer: Nintendo
Price: 6800 yen ($55)
The 128bit follow-up to the hugely successful Waverace 64. Features four-player split-screen mode and incredible water modeling/textures

Luigi Mansion
Publisher: Nintendo
Developer: Nintendo
Price: 6800 yen ($55)
Ghost-busting haunted house adventure featuring Mario's little brother, Luigi. Title change to "Luigi's Mansion" for U.S launch November 18th



Super Monkey Ball
Publisher: Sega
Developer: Amusement Vision
Price: 6800 yen ($55)
Highly addictive action-puzzler featuring fully tilt-able 3D environments, cunning sub-games and, er, stunt monkeys

SPACEWORLD 2001

To boldly go where only tens of thousands have gone before

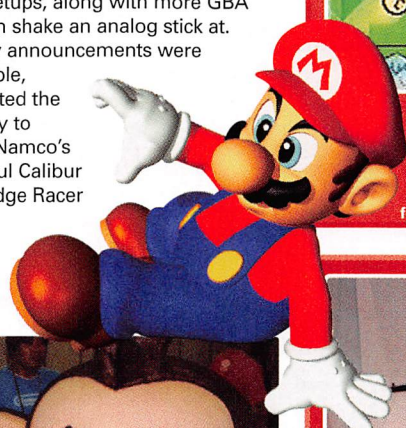
If Tokyo Game Show is like a supermarket full of videogames, Nintendo Spaceworld is like the candy aisle of said supermarket: Its ceilings are lined with fluorescent lights, its floors are swarming with young people in search of their next fix…and its shelves are packed to the gills with bright, colorful Nintendo games instead of bright, colorful refined sugars.

Both science and religion tell us that nirvana exists somewhere in between. (read: "Mmm, candy,"+"Mmm, games" = "Mmm, nirvana.")

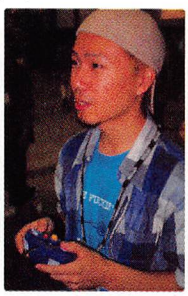
Wandering through the bustling Makuhari Messe convention center, one cannot help but mutter stream-of-consciousness incoherencies at a more-rapid-than-usual rate. As crowds of styled-out, cybernetic Japanese teenagers hurry about, one is transfixed by not only the games themselves, but indeed the affection with which these kids approach Nintendo's newest crop of titles. Lines extend like tentacles throughout the show floor, with people waiting as long as an hour for their own five minutes with Pikmin. The familiar buzz of excitement surrounding the introduction of a new system—and, hence, a new generation of gaming—filled the air, and reminded us once again exactly why we love videogames so much. And with two new systems, Nintendo had plenty up its sleeve.

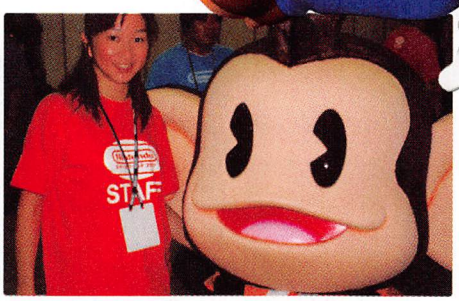
Not the least of the surprises was the unveiling of new Mario and Zelda games, shown for the first time in the form of short video trailers to the Japanese press. Zelda, despite its dramatic new artistic direction, was nevertheless the only game to receive a standing ovation. And while only a few seconds of Metroid footage were revealed, they were just enough to cause each and every journalist in attendance to dissect the footage like it was the Zapruder Kennedy assassination film.

Near-final versions of nearly every GameCube title coming out of Japan in 2001—from Pikmin to Super Smash Brothers DX to StarFox Adventures—lined the show floor on beautiful HDTV setups, along with more GBA titles than you can shake an analog stick at. Other noteworthy announcements were Kirby Tilt 'n' Tumble, which demonstrated the GBA's connectivity to GameCube, and Namco's plans to bring Soul Calibur 2 and the next Ridge Racer game to GC.



"What chu know 'bout Mario's crazy B-Boy styles?"



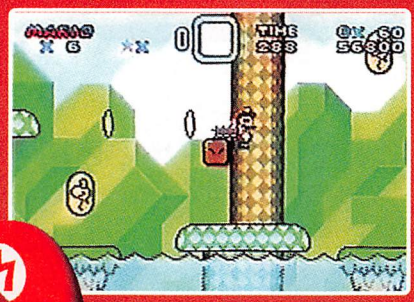


After spending a week in Tokyo playing the newest GameCube games, buying toys, and meeting beautiful women and big-headed monkeys, Evan quit his job and decided never to return to America. He promises to write, however

NEW FOR GBA

Kirby Tilt 'N' Tumble: Nintendo showed off the GBA-GameCube connector cable with this title. Buy the game for GamCube and then stick a special motion-sensor cartridge in the handheld, and you can control the game with your GBA!

Pokémon: The new card E Reader was demonstrated with this new GBA version of their multi-billion-dollar franchise, Pokémon. The possibilities for the card reader (particularly with sports games) are super exciting



Mario Advance 2: A GBA reincarnation of the original (and classic) Super Mario World for Super Nintendo that looks and feels just right. Expect the return of the GBA four-player battle mode too!

Panasonic DVD Player /GameCube combo unit: This is the same hybrid that was shown at the E3 show in May. It plays DVD movies, CDs and GameCube games! It's expected to retail here for around $300. No word on a release date as yet

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YU-GI-OH!

Move over, Pikachu. Here comes Yu-Gi-Oh!

Pronounced YOU-Ghee-Oh, it's the latest pop-culture import from the Land of the Rising Sun. The franchise began life in 1996 as a manga, or comic book. An animated series based on the comic appeared on Japanese TV in 2000, spawning a mania that includes video games, toys and a trading-card game. So far, Japanese fans have snatched up more than $2 billion in Yu-Gi-Oh! stuff, including 23 million comics and 3.5 billion trading cards. What's more, a Yu-Gi-Oh! card tournament at the famed Tokyo Dome ended in a near riot, when it became apparent that there wouldn't be enough free copies of a rare promo card to go around.

The U.S. Yu-Gi-Oh! invasion began on Sept. 15, when the animated series began airing as a Saturday morning cartoon on Kids WB. The trading-card game, described as a combination of Pokémon and Magic: The Gathering, and a Game Boy Color game from Konami are both slated to arrive early next year, along with a line of toys and clothes.

While Pokémon's collectible critters are about as threatening as your average Magic Kingdom inhabitant, Yu-Gi-Oh!, which means "King of Games," is darker in tone, making it popular with teens and college students in addition to adolescents. It follows the adventures of a geeky high school student named Yugi, who is obsessed with a popular trading-card game called Duel Monsters. Legend has it thousands of years ago, Egyptian pharaoahs used to play a game very similar to Duel Monsters—only they used real monsters. Things eventually got out of hand, until a brave pharaoh saved the day.

Meanwhile, Yugi's grandfather gives him an ancient Egyptian puzzle that no one can solve. When Yugi unexpectedly solves it, it transforms him into his powerful alter ego, Yami Yugi.

Soon after, the mysterious creator of the Duel Monsters card game, Maximillion Pegasus, kidnaps Yugi's grandfather, and Yugi is drawn into a Duel Monsters competition that Pegasus has arranged. Now Yugi must duel his way through the tournament to defeat Pegasus and free his grandfather. And if you can make sense of that, then you'll have no problem with the game!

What happens next? You'll just have to tune in to find out.

POKEMON MINI

Yes way

Sudden news out of Tokyo has informed us that Nintendo plans to further the Pokémon franchise (!!) with the release of an all-new mini-cartridge-based handheld games system.

Pokémon Mini is a brand new, Poké-tastic machine which will involve nothing but Pokémon-related madness. Less than half the size of a GBA and landing in your pocket sometime next year, the machine is apparently playable with just one hand—leaving the other one free, presumably, to hold your monster stack of Pokémon cards. The four launch games will include Pokémon Party (think Track-n-Field with Psyduck), Pokémon Pinball, Pokémon Zany Cards and Pokémon Puzzle Collection. Data can be exchanged between two Minis with its built-in infared port, and cartridges will be custom-sized and even smaller than GBA carts. Rumors of an add-on, an indefensible Pokémon mind-meld are thus far unsubstantiated.

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Unlimited assaults.

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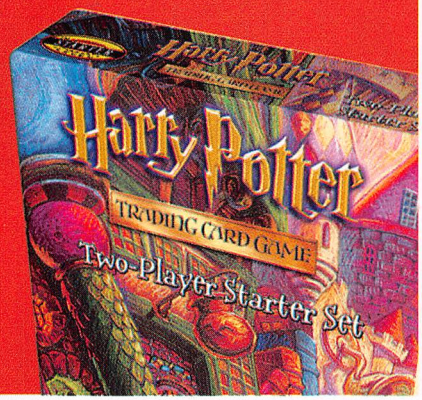


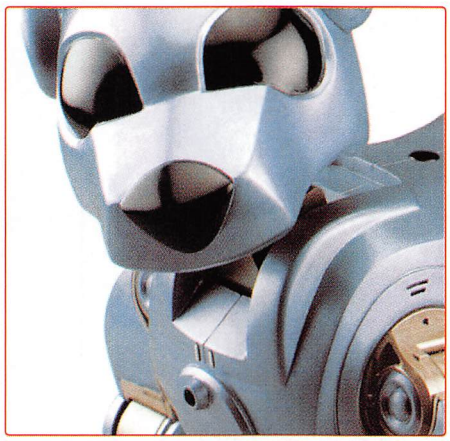
HARRY POTTER

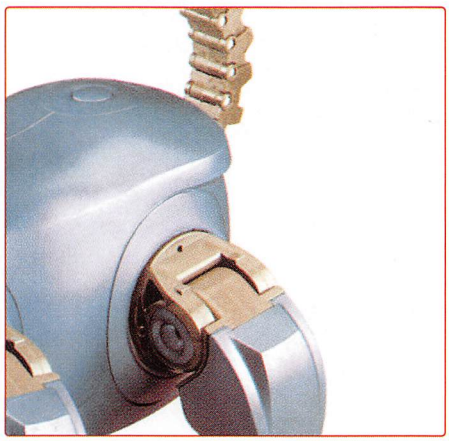
Attention Muggles!

In the tradition of Magic: The Gathering and the Pokémon Trading Card game, Wizards of the Coast is introducing a new card game based on the mega-popular Harry Potter books. There are six different types of cards in the game: Characters, Spells, Creatures, Items, Adventures and Lessons. All the cards are based on characters and events from the first book in the series, Harry Potter and the Sorcerer's Stone, so fans of the series will see some familiar sights. The starter sets (which include 40 cards, damage counters, a play mat and the game's instructions) are $9.99 and 11-card booster packs are a mere $3.29. Look for them in stores now.

I-CYBIE

The i-CYBIE from Tiger Electronics is fully articulated, which allows it quite an impressive range of motion along with an AI that, at times, can be creepily lifelike. For instance, when it hears a loud noise, it turns its head in that direction as if startled and then begins walking toward the noise. It takes a while to figure out this pooch's commands (especially getting it to recognize your voice pattern), and there are certain environments that inhibit its sound/sight receptors, but other than that, it's quite a bit of fun if you're looking for a more affordable high-end electronic pet *(Well who isn't? – Ed)*.





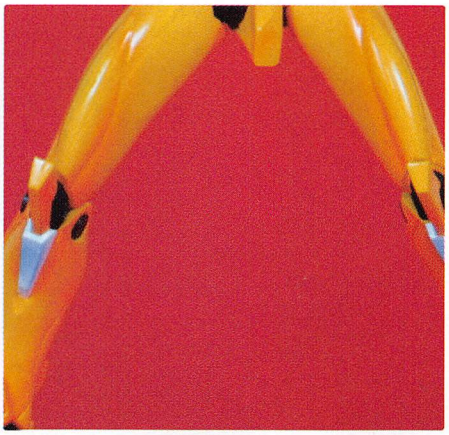
CLUE

Clue's Professor Plum replaced by Tordek The Dwarf Fighter?

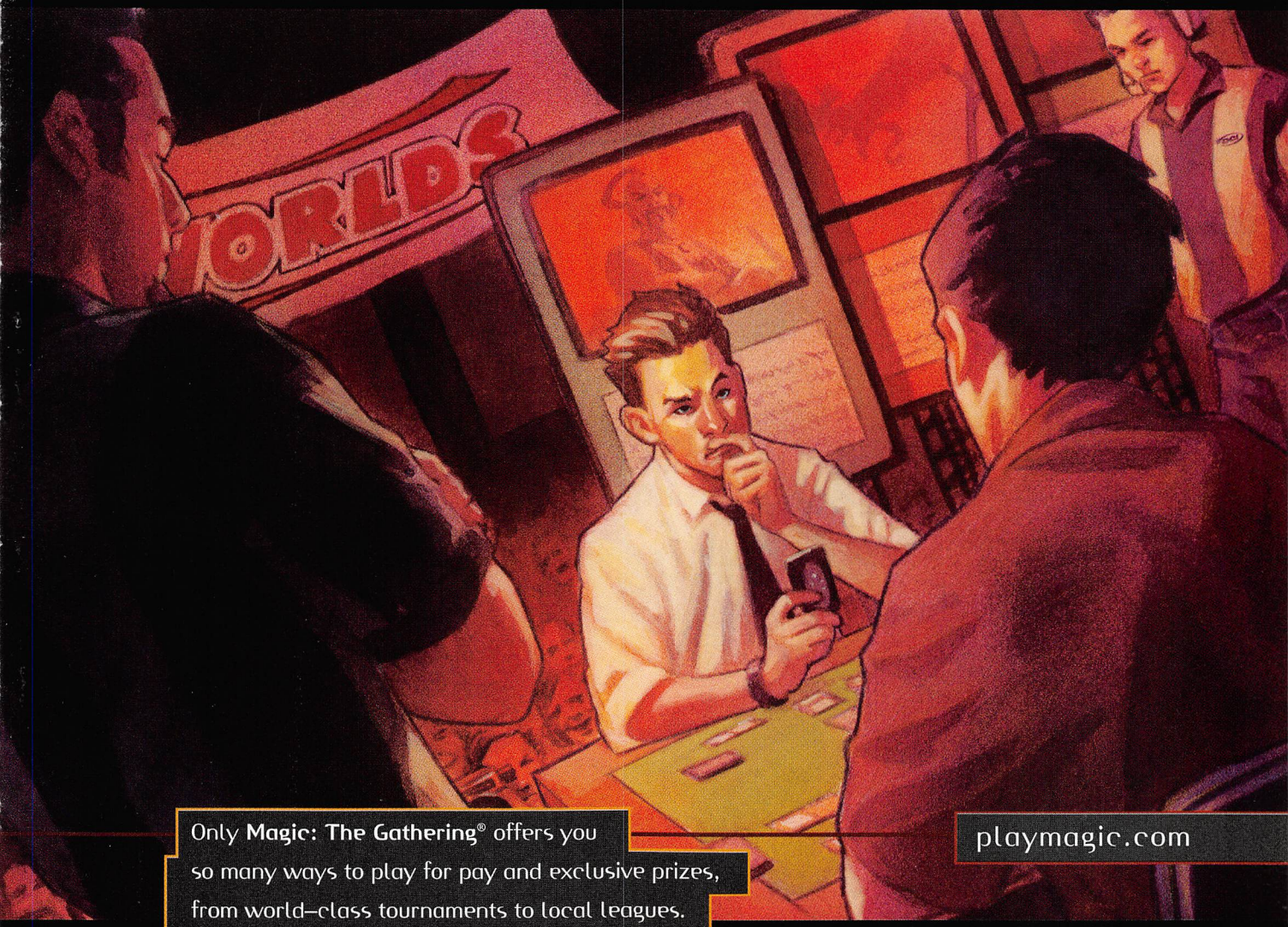
Well, for better or worse, he has in USAopoly's Dungeons and Dragons Clue. A group of medieval adventurers must find out who killed the Archmage, where, and with what *(A sharpened twenty-sided dice? –Ed)* in this take on the classic whodunit board game. Instead of plastic pawns that look like golf tees, this version sports realistic pewter figures (painting optional) to represent the player characters. At its heart this is still Clue when it comes to gameplaying, so those who were always intimidated by D&D's extensive rules system need not worry.

NEON GENESIS EVANGELION

Maybe you've seen them around and said to yourself, "Wow that looks cool, but it's probably too expensive and I've never heard of anything called Neon Genesis Evangelion. I don't even know how to pronounce it." Well here's the deal: NGE is doper than soft ice cream and these beauties cost only $14.99! So go get some! And watch the five volumes of the television series, which have already been released on DVD. It's post-apocalyptic, deep, dark, beautiful and it involves more giant robots than you'll know what to do with. (Note: Robot pictured is 'eva-00prototype' piloted by Rey, the series' shy teenage pilot).



PLAY WITH THE BEST



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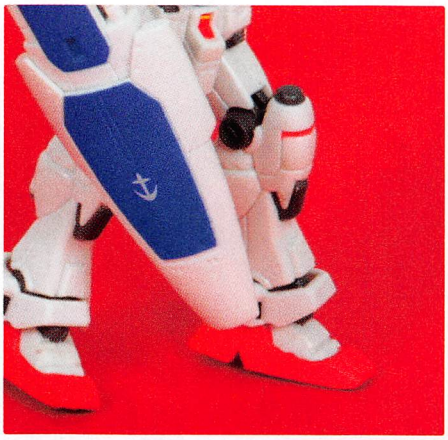
GUNDAM

Gundam is like a cultural institution in Japan, and Bandai is looking to bring the fanatacism State-side with the release of their new line of action figures. The series is mainstream—you'll even be able to get them at Walgreens—but they're also extremely detailed and cool.



SOULTAKER

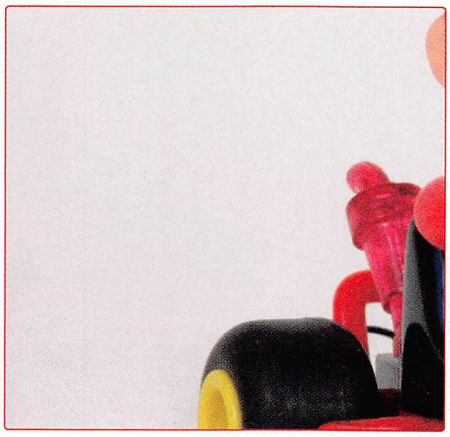
Time to forget about taking that job at Microsoft—you can now have a Soul Taker in the comfort of your own home! As part of MacFarlane's second 3D Animation From Japan series, this 7-inch beauty (ahem) is gloriously well-crafted and extremely well-articulated, with ball joints in every conceivable spot. Even the wings move! Pick one up for a paltry $9.99 and turn all the other kids on your block into Michael Dukakis.

BLANKA

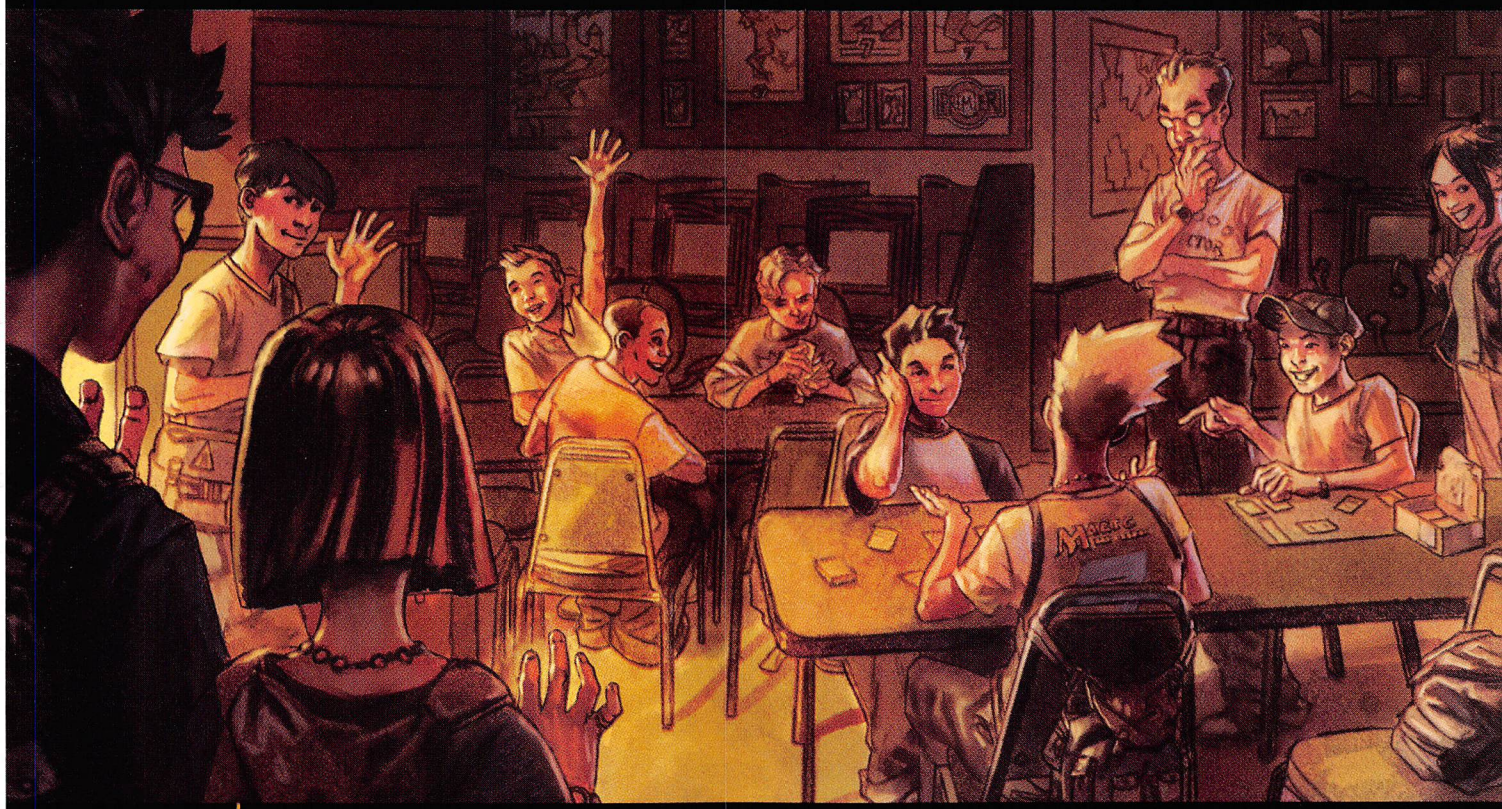
The Resuarus Street Fighter figures just get better and better. Fresh from the little-known plastic-figure moulding region of the Brazillian rainforest comes this outstanding Blanka. Street Fighter fans may notice his rather unique skin tone – a limited edition aqua blue. He's yours for just $9.99.

R/C MARIO

Well, not quite a radio-controlled Mario, this 'remote control' (it has the annoying wire) model was found lurking in a games store in the famed Akihabara district of Tokyo and we felt it was our civic duty to bring him back. There's only one problem: for some reason, he can only turn left. Not much fun. Unless you're Dave, the Pocket Games art director, in which case you can drive around in circles for hours with an enormous grin on your face singing the Mario Kart tune. Scary, huh?



THE BEST START HERE



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WELCOME TO POCKET COLOR!

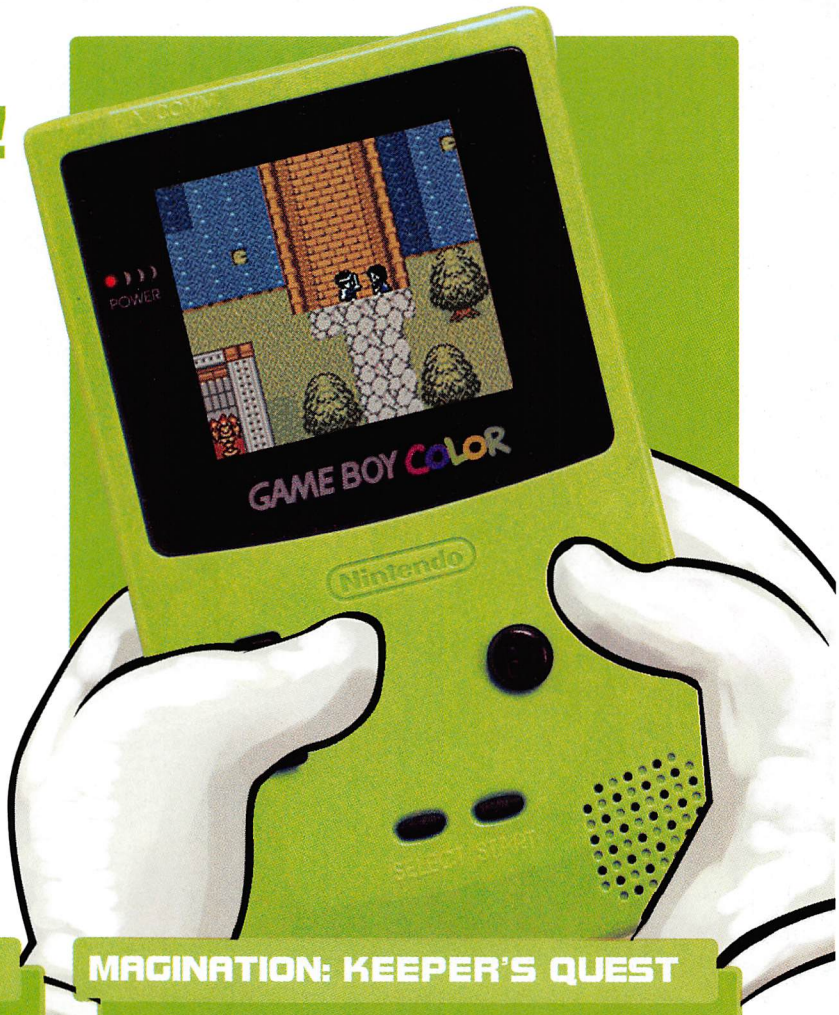
It lives! World-class Game Boy Color previews and reviews

That's no typo you see at the top of the page; this is a GameBoy Color Previews Section. Though the store shelves aren't bursting with GBC games like they were a year ago, many publishers are still putting out games on the little handheld that revived the market when the original Game Boy ran out of steam. GBC is considered THE kids' system, perfect for Pokémon-style games (and we happen to have two of them in this section with Yu-Gi-Oh!: Dark Dueling Stories and MagiNation: Keeper's Quest).

Yu-Gi-Oh! is hotly tipped as the Next Big Thing for kids of all ages *(that would be us - Ed)*. Already growing to Death-Star proportions in Japan, this 'monster' monster-trading game has the cartoons, merchandise and fanatical fanbase familiar to Pokémania and is predicted to be just as huge when it reaches US shores. You have been warned! Now run.

Many of you wrote in asking where the Resident Evil game we previewed in Issue 3 of *Pocket Games* has gone. A year after we reported it cancelled ("it dies!"), it has now been resurrected following several years and a few hundred Capcom executive board meetings ("it lives!"). Just don't tell Capcom it should be put on GBA, or this version will join the ranks of games you'll never see, for good this time.

So welcome to Pocket Color. We hope you enjoy your stay (insert maniacal laughter, the slamming of doors and the distant screams of, er, something distant and screaming).



RESIDENT EVIL GAIDEN

Virgin Interactive is picking up the trail where the last GBC Resident Evil attempt left off. RE's new direction is more action-oriented, with alternation between a third- and first-person perspective to handle exploration and combat. You'll play as Barry Burton, the old zombie-hunting salt from the first PlayStation RE title, irradicating the zombie presence in over 100 rooms on a cruise ship. The GBA version can't be far behind...

POCKET DATA
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM/M4
GENRE: ACTION/ADVENTURE
PLAYERS: 1
ESRB RATING: TBA
RELEASE DATE: TBA

MAGINATION: KEEPER'S QUEST

Interactive Imagination is taking advantage of the colossal GBC market this holiday season to release Keeper's Quest, the encore to last year's Magi-Nation game. The sequel follows young Salafy through her trials to become a Keeper, one of the select individuals who watches over each region of the Moonlands. It plays like the first game, except Keeper's Quest places greater emphasis on exploration and action than monster breeding.

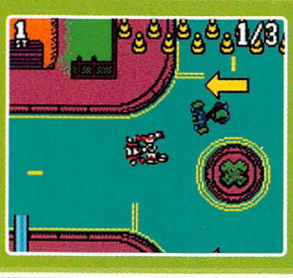
POCKET DATA
PUB: INT. IMAGINATION
DEV: INT. IMAGINATION
GENRE: RPG
PLAYERS: 1
ESRB RATING: E
RELEASE DATE: Q4 01

YU-GI-OH! DARK DUEL STORIES

A long-running comic and cartoon in Japan, Yu-Gi-Oh! churns out revenues from game, card and licensed merchandise sales that could sustain a small country. In DDS, players select an appropriate mix of element-infused monster cards to play against an opponent's forces. Cards can be joined together and played strategically to achieve unique effects, so it'll be far more complex than reaching for a Pokéball.

POCKET DATA
PUBLISHER: KONAMI
DEVELOPER: KONAMI
GENRE: RPG
PLAYERS: 1-2
ESRB RATING: E
RELEASE DATE: NOVEMBER

CUBIX: RACE 'N ROBOTS



The first of a series of games based on the new TV show on the Kids' WB, Cubix: Race 'N Robots is a racing game set in the year 2040. Robots are a part of everyday life here (they do all the dirty work for us folks, like mow the lawn, wash the dishes, write game previews, etc.) and some of them even have personalities. Players enter BubbleTown's racing championship with hopes to win and go on to battle with the robotic racer Kolossus in a head-to-head duel.

POCKET DATA
PUBLISHER: 3DO
DEVELOPER: BLITZ GAMES
GENRE: RACING
PLAYERS: 1-4
ESRB RATING: E
RELEASE DATE: Q4 01

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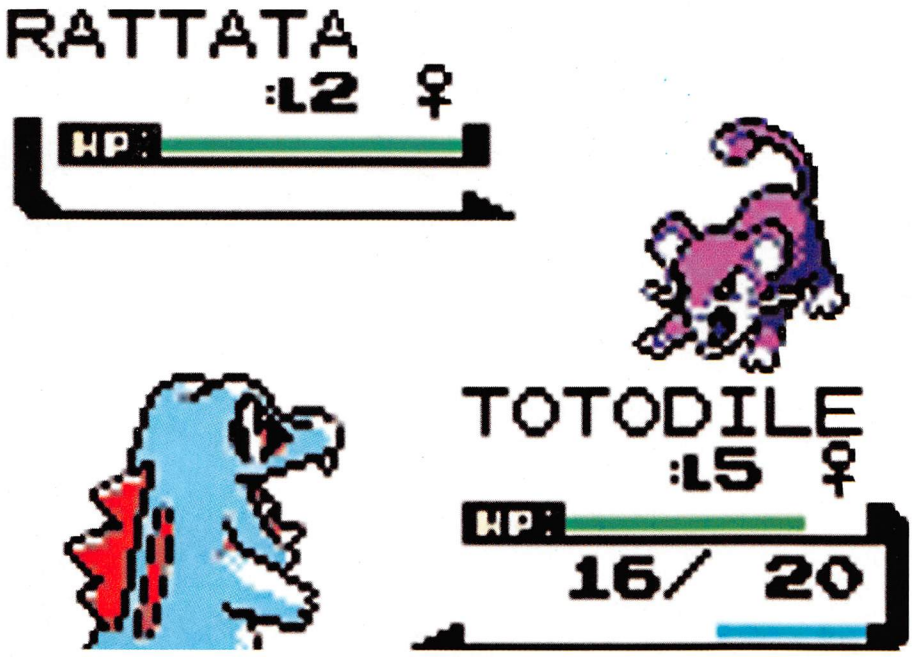
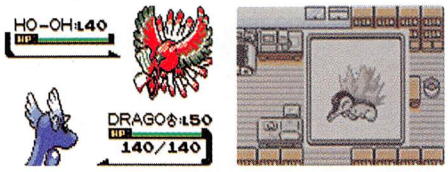




Like its predecessors, Pokémon Crystal has lots of screen-filling special moves. However, Nintendo has made them larger, cooler, and more impressive. When coupled with pre-fight taunts and new artwork, the battles are a perfect balance of strategy and flair

POKEMON CRYSTAL

Is that a monster in your pocket?

Fans of Pokémon Gold and Silver should already be familiar with Pokémon Crystal. Other than a few minor graphical and tool changes, it's basically the same game.

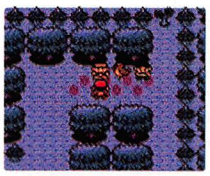
Just like Gold and Silver, Pokémon Crystal offers 251 different Pocket Monsters to collect, trade, breed, and battle. The Pokémon you enlist can be used to battle CPU opponents, to win the Pokémon Championships within the game, or to challenge friends across a link cable.

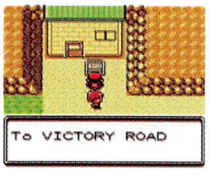
Although Pokémon Crystal contains a different mix of monsters than are found in Gold and Silver, it's still impossible to "catch 'em all" with just one copy of the game. Because of this, trading with friends who own the previous Red, Blue, Yellow, Gold, or Silver versions of the franchise is essential. For those who're a little short in the friends department (us, for example), Interact plans to release a Pokémon Crystal Gameshark device that will enable the unlocking of "unavailable" Pokémon.

The addition of a female character is also a nice alternative, while the new pre-fight Pokémon taunts and retouched environments give the game an extra burst of clarity. Most significant of all, Nintendo has improved the radio and cell phone items. Now, when you add a trainer's cell number to your phone book, they may call and offer free items or advice in addition to their incessant pleas for a rematch. Similarly, two new radio channels offer the chance to win fabulous prizes, as well as a richer journey into the ancient Unown subplot begun in the latest Pokémon movie. It's also a lot easier to snag Suicune (#245) and Celebi (#251).

So is this enough to warrant yet another repeat Pokémon purchase? In a word: No. However, if you're new to PokéMania, Pokémon Crystal is an excellent way to get into the series. 251 Pokemon, 16 gym leaders, and 500+ trainers offer more than 100 hours of monster gaming bliss.

Pokémon Crystal is an excellent way to get into the series





1) When your Pokémon are feeling frisky, drop them off at the Breeding Center for a while 2) As you can see, when it gets dark in the real world, it gets dark in the game. 3) You'll never get lost if you read the many signs along the road. 4) Professor Elm gives you your first Pokémon

POCKET DATA

PUBLISHER: NINTENDO
DEVELOPER: GAME FREAK
GENRE: RPG
PLAYERS: 1-2
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

Although not a huge leap over Gold/Silver in any one area, it's a smooth achievement overall

GAMEPLAY

Crystal has enough gym leaders, side-quests, and collecting to keep you occupied for months

SOUND

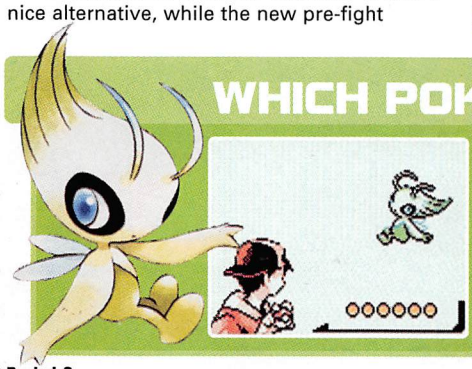
If you've heard a Pokémon game before (and you probably have), you know what to expect

OVERALL

The Pokémon fad is slowly waning (at last!) in the U.S., but this latest sequel is still certain to sell millions of copies

8.0
OUT OF TEN

WHICH POKEMON?



Series 1 (151 Pokémon) includes Red, Blue, and Yellow. There are 11 Pokémon exclusive to each version. Yellow is GBC enhanced and features a Pikachu virtual pet. Series 2 (251 Pokémon) includes Gold, Silver, and Crystal, and a new Pokégear backpack. There are 10 Pokémon exclusive to each. Crystal, with its female character, added animation, and updated Pokégear, requires a GBC/GBA. The 100 new Pokémon in Series 2 can't be traded to Series 1.

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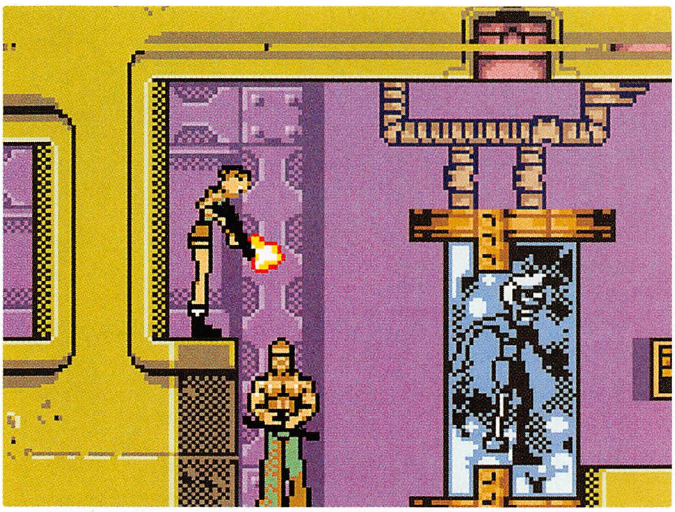


TOMB RAIDER:
CURSE OF THE SWORD

Tomb Raider: Curse of the Sword is Lara Croft's second adventure on Game Boy Color, but it's not much different from the first.

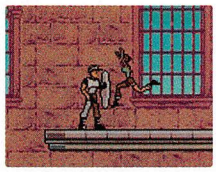
When a run-in with an evil sword threatens to devour her very soul, Lara (the consummate bra-busting treasure hunter) must track down the thieves who stole it.

Curse of the Sword contains five large areas, the majority of which are New York City landmarks. In each level, you'll climb ledges, shoot bad guys, and solve a number of puzzles in order to collect the keys that lead to the next level. Once in awhile, a meaty thug with a lengthy life meter will also try to test your marksmanship skills. The addition of submarine and mini-gun oriented levels is also present, but doesn't achieve its full potential.

Curse of the Sword is much more straightforward than the first game. There are few real puzzles to speak of, swimming is nearly nonexistent, and a linear set of scavenger hunts ensures that most players will beat the entire game in less than five hours.

Curse of the Sword is more straightforward than the first game

Developer Core Design left well enough alone as the animated Lara sprite is identical to the first game



Nothing like a shield to stop a flying Lara

POCKET DATA

PUBLISHER: ACTIVISION
DEVELOPER: CORE DESIGN
GENRE: ADVENTURE
PLAYERS: 1
AVAILABLE NOW
ESRB: E

POCKET SCORE

GRAPHICS

The urban setting limits the game's graphical appeal, as it's less exotic than the first game

GAMEPLAY

Uninspired and rather too easy, but Curse of the Sword is a clever enough diversion

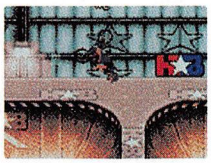
SOUND

Just slightly above average. Used mostly as background to the slightly-above-average action

OVERALL

Fans of the first will enjoy it, but Curse of the Sword isn't for everyone

6.5
OUT OF TEN



MAT HOFFMAN'S PRO BMX
8 riders, 50 tricks, and 16 courses, anyone?

Mat Hoffman's Pro BMX is one of the better stunt-biking games available for the GBC. In all, there are eight professional riders, including fan-favorites such as Mike Escamilla, Kevin Robinson, and Mat Hoffman.

Each rider has their own signature moves, as well as 50 other standard tricks, all of which come in handy on the game's 16 different vert, dirt, and street courses.

Mat Hoffman's Pro BMX is easy and fun to play. To perform a trick combination, you need only tap a specific pad/button chord during a jump or when you're near an object. The game's graphics are pretty tight as well, blending awesome fluid 2D characters with near-3D (but not quite Tony Hawk standard) backgrounds. Stunt-tastic!

POCKET DATA

PUBLISHER: ACTIVISION
DEVELOPER: HOTGEN STUDIOS
GENRE: SPORTS
PLAYERS: 1
AVAILABLE NOW
ESRB: E

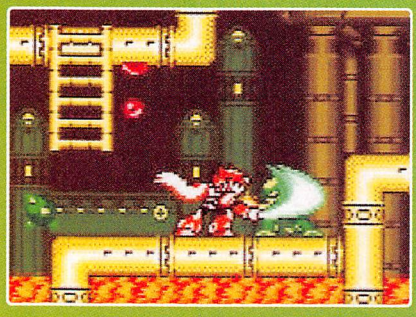
POCKET SCORE

OVERALL

Great rider animations and solid gameplay are the core of this title

8.0
OUT OF TEN

MEGA MAN XTREME 2
The reploids are back! (Again)



Maverick reploids are running amok and it's up to Mega Man X and Zero to stop 'em! Mega Man Xtreme 2 is a spectacular follow-up to last year's Mega Man Xtreme.

In addition to the colorful, superbly-animated visuals (Tomb Raider programmers—take note!), Mega Man Xtreme 2 has an awesome parts/upgrade system. As you acquire optional parts for Mega Man X and Zero, you can strengthen your armor, create all-new weapons, and even unlock hidden bosses. In all, there are more than 30 different weapons and upgrades to complete. A well-polished title that deserves to be in your color collection.

POCKET DATA

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
GENRE: ACTION
PLAYERS: 1
RELEASE: NOV. '01
ESRB: E

POCKET SCORE

OVERALL

Great graphics, awesome upgrades and great gameplay

9.0
OUT OF TEN

SHOOT THE CORE

The classic franchise Gradius comes to Game Boy® Advance! An evil force has taken over a distant star system and only you can stop them.

- Eight all new levels
- Choose from 14 powerful weapons
- Devastatingly large boss enemies
- Variable difficulty levels for novice and expert players

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EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Official Nintendo Seal of Quality

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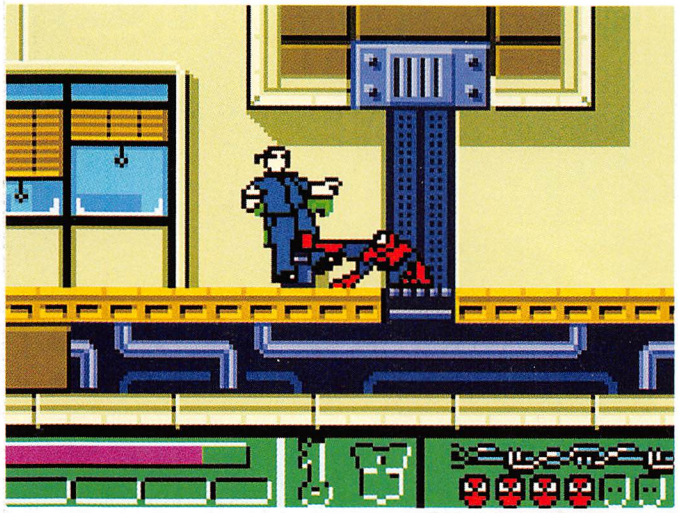


SPIDER-MAN 2:
THE SINISTER SIX

A sextet of criminals plot to destroy Spider-Man by using his Aunt May as bait in a deadly trap. Assuming the role of her nephew, Peter Parker (a.k.a. Spider-Man), it's up to you to take the bait and rescue her. Twelve different levels of web-swinging mayhem await, as do Mysterio, Sandman, Vulture, Electro, Kraven, and old Doctor Octopus.

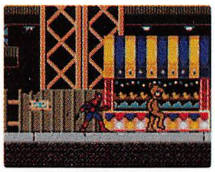
The Sinister Six have hundreds of henchmen on their side, so Spider-Man's kick attack and web shooters come in handy as your main allies. The amount of motion and detail present in Spidey and his enemies is breathtaking and a testament to good game design. Little nuances, such as back pedaling in a turn or winding up to punch are reflected in every character—not just Spidey.

Sticklers won't be impressed by the game's repetitious backgrounds, but the exploratory gameplay and fluid visuals more than make up for the NES-quality settings.

For fans of the first Spider-Man game, this is nothing new, but it's a worthy, if not "amazing," successor nonetheless.

Twelve different levels of web-swinging mayhem await...

Spider-Man's web-slinging abilities are perfectly portrayed here. Your Spidey-sense will tingle!



Too bad there's no time for a game of Duck Hunt

POCKET DATA

PUBLISHER: ACTIVISION
DEVELOPER: TORUS GAMES
GENRE: ACTION
PLAYERS: 1
AVAILABLE NOW
ESRB: E

POCKET SCORE

GRAPHICS
City backgrounds and comic characters are cool, but this game's charm is the many alternate routes

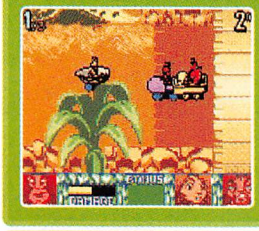
GAMEPLAY
Spider-Man 2 is all about swinging from rooftops and crawling around buildings

SOUND
Simple, boffo sound effects aren't impressive, but the music is catchy and varied

OVERALL
A great action game, even if it's not amazingly different from the first

8.0
OUT OF TEN

ANTZ RACING
Where else can you drive in a sardine tin?



Compete against five of your favorite characters from the blockbuster Dreamworks movie *Antz*. Driving Z's spinach leaf, Weaver's sardine tin, or a variety of other vehicles piloted by Mandible, Bala, Cutter, and Azteca, you get to tackle 10 different stages and turn first-place finishes into entry to Insectopia. High-color introductions and fluid cartoon graphics further lend respect to the game's Hollywood license.

POCKET DATA
PUBLISHER: ACCLAIM
DEV: LIGHT AND SHADOW
GENRE: RACING
PLAYERS: 1-2
ESRB RATING: E

POCKET SCORE
OVERALL
Antz Racing is a decent kart racer with five movie-based characters.

7.5
OUT OF TEN

RETURN OF THE NINJA
Can you still see me? Wait...how about now?

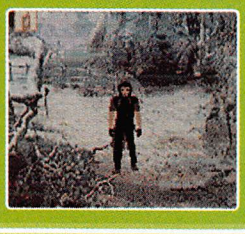
As either Tsukikake or Sayuri, it's your job to bring the evil Iga clan to justice before they destroy the world! As Ninjas, your characters can walk, duck, jump, slash, and throw shuriken, as well as unleash a number of mystical magic attacks. The interactive background elements, such as breakable headstones and scalable trees are clear indications that no corners were cut in terms of animation, artistry, or design. Slick.

POCKET DATA
PUBLISHER: NATSUME
DEVELOPER: NATSUME
GENRE: ACTION
PLAYERS: 1
ESRB: E

POCKET SCORE
OVERALL
A cool Asian-inspired action game that requires smarts to beat

7.0
OUT OF TEN

ALONE IN THE DARK: THE NEW NIGHTMARE



As Edward Carnby, you explore a mansion on a deserted isle in search of a missing Abakanis Indian statue and the killer of Charles Fiske. The huge estate is plagued with puzzles, mutated rats, dogs and spiders. The gameplay is straightforward: find keys for doors, bullets for various guns and potions for health. The background visuals are incredibly detailed, but your character and his enemies are far too blurry to enjoy.

POCKET DATA
PUB: INFOGRAMES
DEV: POCKET STUDIOS
GENRE: ADVENTURE
PLAYERS: 1
ESRB: T

POCKET SCORE
OVERALL
It's too bad you need nightvision goggles to see the screen enough to play

6.0
OUT OF TEN

WENDY: EVERY WITCH WAY
It's not what it sounds like

As Wendy the Witch (from the Casper comics and cartoons series) players venture through 12 levels of a haunted castle, avoiding a ghoulish army of foes. Sounds simple enough, right? It would be if everything stayed right-side up. To get through certain areas, Wendy reverses gravity and everything on the floor ends up on the ceiling—a critical gameplay element in passing through each stage. This alone puts the game in a class by itself. Fun.

POCKET DATA
PUBLISHER: TDKI
DEV: WAY FORWARD
GENRE: ACTION
PLAYERS: 1
ESRB RATING: E

POCKET SCORE
OVERALL
It's refreshing to see this much innovation in a game based on a license

8.0
OUT OF TEN

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David A. Palmer PRODUCTIONS

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Blood
Violence

GBA LINK CABLE

Multiplayer games require a Game Boy® Advance Game Link® Cable and separate DOOM™ Game Pak for each player (sold separately).

Official Nintendo Seal of Quality

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ACTIVISION®

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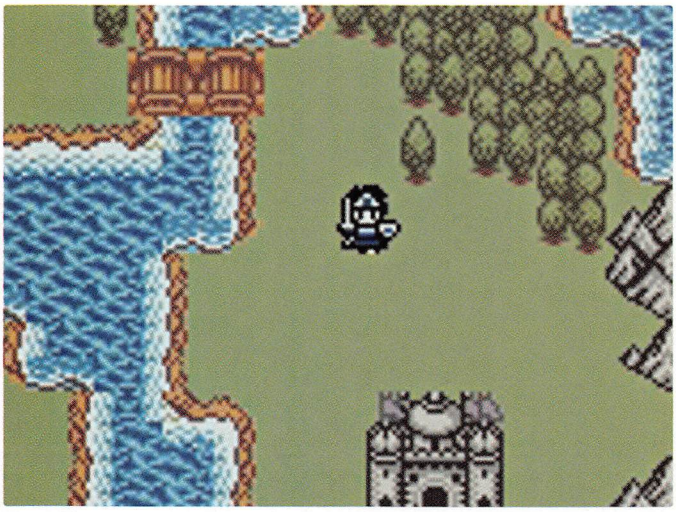


DRAGON WARRIOR 3

This is what a real RPG is all about

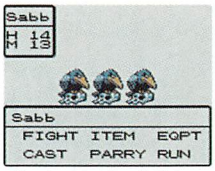
Following the sleeper-hit combo of the first two Dragon Warrior remakes comes the inevitable sequel, again based on an aging NES classic RPG. While the title will not appeal to everyone, those who are seduced by its appeal will find true role-playing love *(Eurgh!- Ed)*.

The storyline serves as a prequel to the first two Dragon Warrior titles, casting players as the son of a knight who failed in his quest to destroy the evil Baramos. Now it's up to you to finish the job.

Graphically this is extremely basic. Backgrounds are low on detail and battles take place on a white background that makes combat about as exciting as a spelling bee. But fear not! The deep, engaging gameplay will keep you hooked. Finding new items, leveling up your characters and beating the sub-quests are all worthwhile activities that divert your eye from the plane visuals and yield a really great little game. Being able to save anywhere is a great addition to the NES original, and new items give old-timers good reason to play through the game again.

...a prequel to the first two Dragon Warrior titles...

Like most RPGs, the tavern is the place of much talk about the goings on in local dungeons and caves



Fiends come in all shapes and sizes, even birds

POCKET DATA

PUBLISHER: ENIX
DEVELOPER: ENIX
GENRE: RPG
PLAYERS: 1
RELEASE: AVAILABLE NOW
ESRB: T

POCKET SCORE

GRAPHICS

Painstakingly detailed, colorful, lush scenery is commonplace. No corners were cut here

GAMEPLAY

Just like the other games in the Dragon Warrior series, the story line draws you in til the end

SOUND

All the music from the NES version is faithfully ported over to the GBC, and improved upon

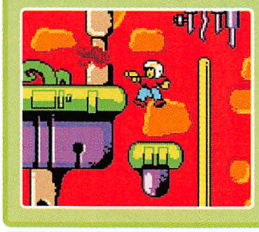
OVERALL

A solidly built title designed with experienced gamers and retro fans in mind

9.0
OUT OF TEN

COMMANDER KEEN

It wasn't that great the first time around



Playing as Billy Blaze, you have to defeat the nefarious Vorticons before they blow up the Earth. Gameplay is similar to Super Mario Bros., albeit with guns and a (ahem) pogo stick. You get to hunt down keys, gather gems, and navigate an endless sea of bottomless pits over 24 levels. This isn't nearly Sonic or Mario, but if you appreciate a challenge or were a fan of the PC game, you'll enjoy Commander Keen.

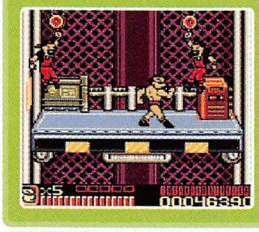
POCKET DATA
PUB: ACTIVISION
DEV: PALMER STUDIOS
GENRE: ACTION
PLAYERS: 1
ESRB: E

POCKET SCORE — OVERALL
A faithful recreation of the PC hit, if not somewhat boring and repetitive

6.0
OUT OF TEN

WWF BETRAYAL

A side-scrolling, beat-'em-up wrestling game?



Using one of four star-caliber wrestlers (The Rock, "Stone Cold" Steve Austin, The Undertaker, or Triple "H"), you'll punch, kick, and clothesline your way through six levels of chops-busting action. It's not complex. It's not long. But WWF Betrayal is fun while it lasts. A lack of color and depth in the backgrounds make it appear kind of rushed, but WWF Betrayal is still the GBC's best "wrestling" game (OK, so that's not saying much).

POCKET DATA
PUBLISHER: THQ
DEV: JAKKS PACIFIC
GENRE: ACTION
PLAYERS: 1
ESRB: E

POCKET SCORE — OVERALL
It isn't wrestling, exactly, but it does make for an amusing WWF game

5.5
OUT OF TEN

X-MEN: WOLVERINE'S RAGE

Jump. Jump again. Right, now jump again

Across 13 side-scrolling levels, you'll jump, run, jump, slash, and jump your way to an eventual face-to-face confrontation with Lady Deathstrike and her minions. The problem here is that you're constantly avoiding cookie-cutter enemies instead of slashing them to bits—and thus missing out on most of the potential excitement that Wolverine embodies in the first place. There's just not enough Wolverine or game to go around.

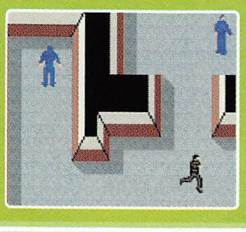
POCKET DATA
PUBLISHER: ACTIVISION
DEV: DIGITAL ECLIPSE
GENRE: ACTION
PLAYERS: 1
ESRB: E

POCKET SCORE — OVERALL
Too much jumping and not enough game makes Wolverine a very dull boy

4.0
OUT OF TEN

THE WORLD IS NOT ENOUGH

Stealth, action, gadgets and...boredom



The name's Bond, James Bond. Except now, it might as well be mud. In yet another crisis of global proportions, some arch-villain has absconded with priceless national resources. If maneuvering past drooling mongoloids that pass as guards while exploring maze-like structures floats your boat—great. Otherwise, count on nothing besides boredom (OK, maybe aggravation too) from a layout that stresses "find the item du jour" puzzles.

POCKET DATA
PUBLISHER: EA
DEVELOPER: EA
GENRE: ACTION
PLAYERS: 1
ESRB RATING: E

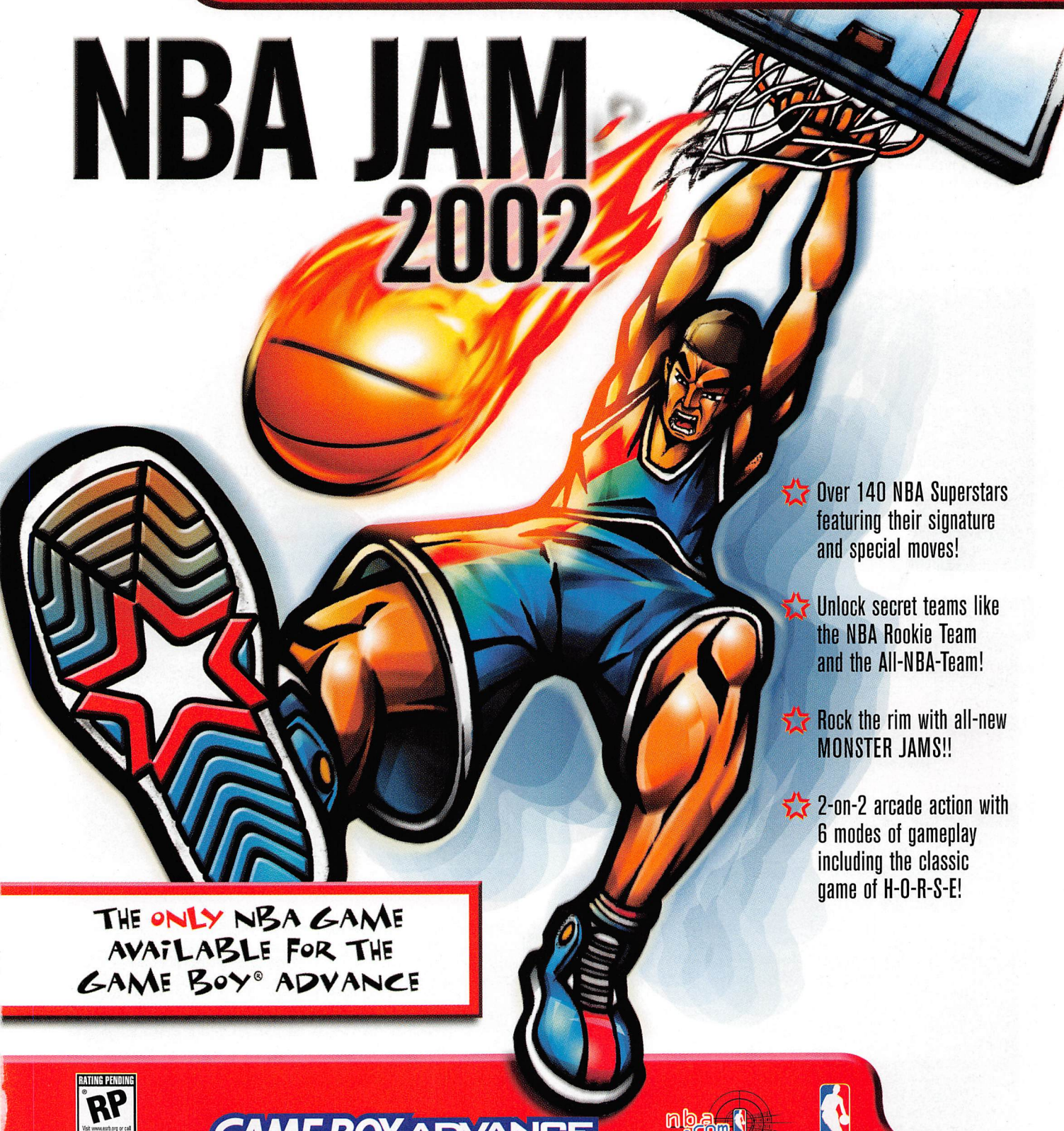
POCKET SCORE — OVERALL
A dishonorable discharge to EA for releasing this dossier to the public

3.0
OUT OF TEN

Acclaim SPORTS

WHERE THE STARS PLAY

NBA JAM 2002



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WELCOME TO POCKET ADVANCE!

A-grade Game Boy Advance previews and reviews, from the people who brought you the Pocket Color section!

Wow! Back in the Spring, when the birds were yawning and the clouds were parting, we never could have dreamed that the GBA line-up would get this good this fast!

Who could have imagined that a game that took a high-end PC to its limits (Doom) could ever be played on a tiny little handheld? *(Not me - Ed)* And with multiplayer capabilities, to boot! Well, Activision's Doom for the GBA will be just like having a PC, but without the constant crashes/frustration/social stigma!

As far as variety goes, we really can't ask for too much more from the GBA - its library is expanding faster than a Mario in a field full of mushrooms. Former mascot rivals are all on the same system, and competing for the Plump Plumber's shelf-space. From Tekken to Crash to Sonic, things are moving fast, and the future is bright!

STREET FIGHTER ALPHA 3

Street Fighter's finest hour is soon to be recreated on the Game Boy Advance, and reincarnation never looked so good!

Alpha 3 GBA was shown at Nintendo's recent Japanese gaming expo, Spaceworld, and is looking incredible. While the handheld can't accomodate the same detail in backgrounds, character animation and sound effects as the DC version, we predict it will more than satisfy most SF fans for a pocket gaming fix. The two-player versus mode will be in there for linked play, naturally, but the game also packs in a training mode and the popular World Tour circuit from the Dreamcast port, so you won't be limited to just the standard single-player game when your friends aren't around. Capcom hasn't tagged SFA3 with a release date in either Japan or the States, but development on the game is winding up now, so we should expect to see it here around the start of next year.

POCKET DATA
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
GENRE: FIGHTING
PLAYERS: 1
ESRB RATING: M
RELEASE DATE: TBA

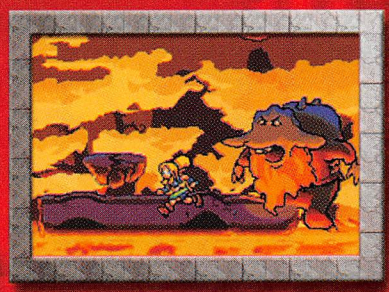
GRADIUS GALAXIES

If you were around to play the first Gradius game when it made a console debut on the NES, you probably remember long days and late nights battling with overwhelming alien opposition spewing screenloads of bullets.

Not much has changed for Gradius Galaxies, the newest in Konami's infamous 2D shooter series, due out in November. Although the game features eight brand new levels with original weapons and enemies, we've already seen some familiar faces (literally, the ring-spitting heads are back!) that will give you those nostalgic feelings of joy and frustration all at once. For the first time in a Gradius game, you can actually crank down the difficulty, but don't expect that to let you off easy. Just sit back, enjoy the awesome lighting effects from your weapons and the game's backgrounds, and accept your own frequent demise. Oh, and keep shooting...

POCKET DATA
PUBLISHER: KONAMI
DEVELOPER: KONAMI
GENRE: ACTION
PLAYERS: 1
ESRB RATING: TBA
RELEASE DATE: NOVEMBER

Lady Sia™



She Lives For Adventure
She Fights to Save Her Kingdom
She Needs You to Watch Her Back!

Lady Sia, bold defender of a world overrun by a hideous race of beastmen, stands alone against the ruthless T'soas. Fighting her way across land, sea and air to free political prisoners and collect weapons, she must harness the elemental magic of flood, firestorm and lightning for a final showdown against an unforgiving foe.

- 36 magical maps across 4 unique worlds.
- 32 bizarre enemies, including voracious Chameleonmen, sword-wielding Waspmen, the Giant Walrus and the Foxwoman
- Multiple in-game puzzles and secret levels waiting to be discovered
- Lady Sia morphs into a giant Sasquatch to battle enormous boss sprites

IN STORES NOW

EVERYONE E CONTENT RATED BY ESRB

RFX

GAME BOY ADVANCE

www.ladysiagame.com

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TDK mediactive

GOLDEN SUN

Shine on!

Long ago, on a little 16-Bit system known as Sega Genesis, Camelot (then known as Sonic Software Planning) created the first in a trilogy of strategy-RPGs that have gone on to become one of the most treasured role-playing franchises of all time: Shining Force. This association should have role-playing fans paying close attention to Camelot's next title, Golden Sun.

Golden Sun is a traditional turn-based RPG with an overhead view and an impressive pseudo-3D battle system that emphasizes magic over hand-to-hand combat. The main characters of the game are known as "Energists," gifted types who wield a special power known as (surprise!) 'Energy', a cross between psychic power and magic. Each character learns several different Energy spells, which can be used both in battle and in the field. It's here that Golden Sun really gains its appeal, because the use of Energy outside of battle opens up lots of interesting action and puzzle elements. You can "Move" objects, "Grow" vines, "Read" minds, and so on.

Complementing over nine different energy types are "Jins," cute but vicious little monsters that you collect during your travels. Each Jin has an elemental attribute and can either be "Set" to your character to alter stats and abilities, or put on "Standby" to be summoned during battle. Each character can utilize up to four Jins at once for gorgeous summon attacks that vary depending on how many Jins you have on Standby at any one time. Carrying Jins also allows you to change classes, which in turn affects which Energy spells you learn as you level up.

With an engaging plot, tons of well-designed dungeons, fantastic music and a two-player mode, this is one RPG that really shouldn't be missed. Plus, Golden Sun is just one side of a larger story. A sequel, which will focus on the exploits of different characters, is due out next year.

Combat sequences are brought to life with fully detailed characters

Overhead views are full of lush environments with easy to see icons

POCKET DATA
PUBLISHER: NINTENDO
DEVELOPER: CAMELOT
GENRE: RPG
PLAYERS: 1-2
ESRB RATING: TBA
RELEASE DATE: TBA

TEKKEN

Fisticuffs on the go

The GBA has proven that it can handle the graphics and speed required for a good fighting game, and Namco is about to take full advantage of both when it releases Tekken for the handheld.

A strong port of the Arcade's Tekken 3, Tekken GBA will give you nine stock fighters for use against the computer or in a two-player linked game, but what would Tekken be without unlockable characters? Count on at least one or two hidden faces to show up once you've played the game enough. Those who have played Street Fighter on the GBA and are worried about dealing with limited buttons will be happy to hear the controls have been slimmed down to one punch and one kick button. The shoulder buttons? Namco's planning to use those as tag-in buttons for up to three-player co-op teams, provided the GBA will be able to handle that kind of action.

POCKET DATA
PUBLISHER: NAMCO
DEVELOPER: NAMCO
GENRE: FIGHTING
PLAYERS: TBA
ESRB RATING: TBA
RELEASE DATE: TBA

ZOE 2173: TESTAMENT

While we wish we could say this Zone of the Enders game comes with a demo of Metal Gear Solid 2 for the GBA, this ZOE is flying solo for its handheld release.

Testament is a completely different game from its PS2 namesake, however, taking root in turn-based strategy instead of high-flying action. You'll control a batch of several robotic attack and support units as you guide your army through mission-based combat scenarios against the computer or a second player. The combat perspective and progression is similar to that of Ring of Red, Konami's slow but solid PS2 strategy title from earlier this year, but ZOE is more focused on the individual units themselves, allowing you to customize your mechs between missions. A firm release date hasn't been bolted down yet, but ZOE 2173 will be ready sometime in early 2002.

POCKET DATA
PUBLISHER: KONAMI
DEVELOPER: KONAMI
GENRE: ACTION
PLAYERS: 1
ESRB RATING: TBA
RELEASE DATE: Q1 02

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WARIO LAND

Mario's dark half returns

Despite having to live each day as the evil counterpart to everyone's favorite plumber, Wario has become Nintendo's most popular bad guy. It's not surprising, then, that he's getting yet another curtain call on a portable platform with Wario Land Advance.

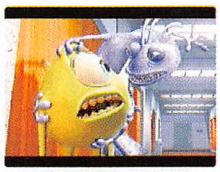
Those who relished Wario's previous outings will be glad to hear the gameplay has been kept tightly in line with Wario Land 3. And though the game has retained the friendly, simplistic action with a heavy emphasis on item collection and puzzle-solving, this will be the first time fans will find Wario dying if he sustains too much damage (though he's pretty tough to kill).

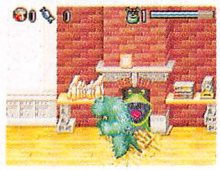
Wario's bad-boy image and finely tuned sense of greed get him on the trail of some mad cash, and he'll be rewarded handsomely for his penny-pinching. The more coins you collect with Wario in the main game, the more chances you'll have to play some of the cool minigames in Advance, which require a small pre-paid fee to enter. You'll also get to enjoy some cool transparency effects and other graphical riches that only the GBA can deliver. The Japanese version has been floating around for a couple of months now, and after a quick translation, we'll see Wario Land Advance on U.S. handhelds soon enough.

Wario attempts to retrieve his Smores biscuit before the ghostly pirate does

Wario Land is beatifully detailed, with backgrounds like this one (above)

POCKET DATA		
	PUBLISHER: NINTENDO	PLAYERS: 1
	DEVELOPER: NINTENDO	ESRB RATING: E
	GENRE: ACTION/ADV.	RELEASE: NOVEMBER





MONSTERS INC

Coming out of the closet

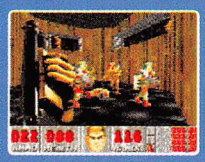
Based on the animated movie by the same name, Monsters, Inc. stars a pair of not-so-scary monsters who must help a young girl return home to her bedroom.

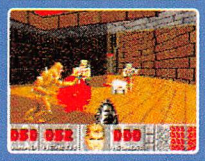
Apparently, she's loose in the monster realm and scaring the pants off everyone in sight. To return the tiny terror, the monsters must collect the shattered pieces of her bedroom door, which is the portal to her world. The game looks and plays a bit like a pocket version of Luigi's Mansion for Nintendo's forthcoming GameCube. As Sulley (the hairy, blue monster) explores the many rooms of the girl's home, he can frighten away the goons hunting the girl by yelling at them. He's also armed with a bazooka-like device, which can be fired after collecting ammo.

Regardless of how the movie actually turns out, Monster Inc. is shaping up nicely. Boo.

POCKET DATA		
	PUBLISHER: THQ	PLAYERS: 1
	DEVELOPER: THQ	ESRB RATING: E
	GENRE: ACTION/ADV	RELEASE: NOVEMBER

DOOM





Anytime shrivelled-up old senators try to knock video games for their violent content, this is the game they run to. We can't fault 'em too heavily; Doom did come out on virtually every system known to man (and we're certain some that are still waiting to be discovered). But the game's almost as ancient as said politicians at this point, so why should we give a flying frag about the GBA version?

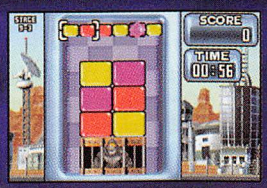
Because it's an absolutely phenomenal port. From every flame-chucking Imp to the grunts and groans of those demon thingies, they crammed it all onto the GBA. Count on two-player co-op or four-player deathmatch modes (each GBA needs a cart), 32 levels, the save-anywhere and auto-map functions from the PC game, and brightness control to save your eyes. And the dynamic lighting (see bottom-right screen: left half dynamic, right half normal) is the icing on the cake!

POCKET DATA		
	PUBLISHER: ACTIVISION	PLAYERS: 1-4
	DEVELOPER: PALMER/ID	ESRB RATING: T
	GENRE: ACTION	RELEASE DATE: NOVEMBER

An ADVANCE assault on your senses

RAMPAGE PUZZLE ATTACK

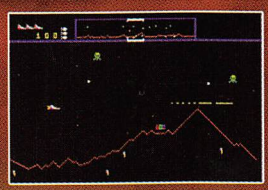
- Four single-player game modes: CLEAR, PUZZLE, RESCUE and MARATHON mode
- Three multiplayer game modes: ATTACK, SCORE and RESCUE mode
- Up to 200 levels of challenging puzzles

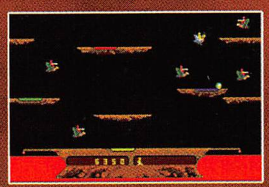


EVERYONE E CONTENT RATED BY ESRB — No Descriptors

Midway's GREATEST Arcade Hits

- Defend the planet from ravenous space aliens in Defender
- Take to the air on your winged bird of prey in Joust
- Destroy hordes of marauding mutant robots in Robotron: 2084
- Prevent evil from being unleashed in Sinistar





EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Cruis'n VELOCITY

- Race 10 different speed machines through 14 tracks
- Three gameplay modes - Cruis'n Cup, Championship and Freestyle mode
- Game Link® Cable support lets you challenge up to four of your friends

RATING PENDING RP CONTENT RATED BY ESRB — Visit www.esrb.org or call 1-800-771-3772 for more info.

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MIDWAY

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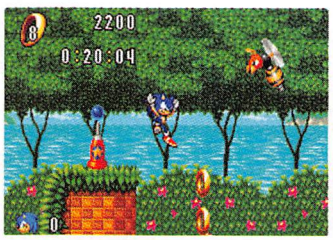
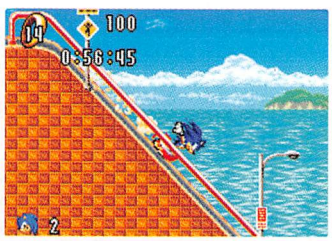
SONIC THE HEDGEHOG

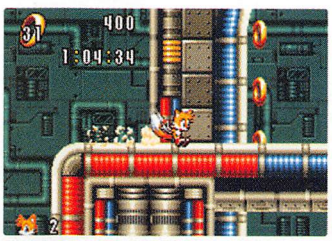
Hedges. Hogged.

Seeing Sega games at a Nintendo game expo, which thousands of people did this summer during Japan's Spaceworld show, is something that takes some getting used to. Fortunately, everything on GameCube and Game Boy Advance looks fantastic, so it's not hard to get over it.

One of the GBA's brightest prospects for this holiday season is Sonic Advance. The version shown at Spaceworld was about three-quarters complete, but it was enough to get a good feeling of what the gameplay and story will be like. Think of Sonic Advance as all the style and innovation of Sonic Adventure, blended with the classic gameplay of the Genesis Sonic games (see above: 3D rings in Green Hill Zone!). Sonic, Knuckles, Tails and Amy are all playable characters, each using his or her unique abilities to get through the game in different ways. Hmm, four playable characters? That just screams "multiplayer modes," and Sonic Advance has at least two (Chaos Emerald Hunt and a 4-player battle game) available via the GBA's Link Cable. Sonic's last appearance on the Neo Geo Pocket Color was good enough to satiate pocket gamers for a time, but the superior power of the GBA will finally do the hedgehog's trademark velocity justice on a handheld.



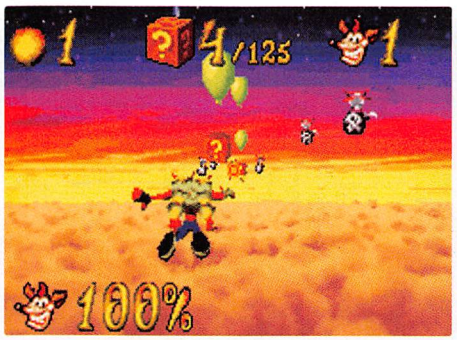


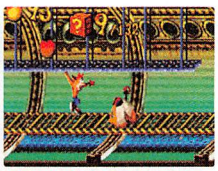


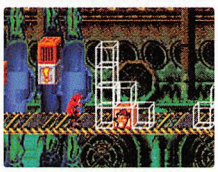
No Sonic game would be complete without Tails, now would it? No

Some levels involve pseudo-3D environments like this one. It's amazing

POCKET DATA
PUBLISHER: SEGA
DEVELOPER: DIMPS
GENRE: ACTION
PLAYERS: 1-4
ESRB RATING: E
RELEASE: NOVEMBER







CRASH BANDICOOT

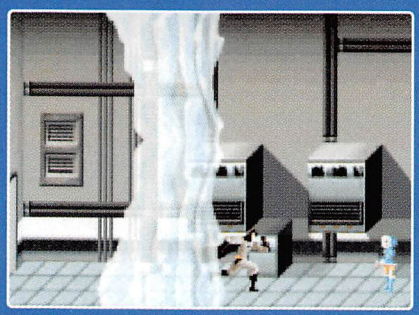
He's a dope, but you love him

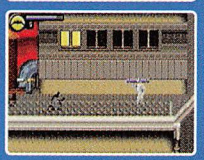
Crash Bandicoot is the closest thing the PlayStation has ever had to a Mascot, and with Mario and Sonic already representing on the GBA, we're not surprised to see Crash jumping aboard as well.

The main thrust of the game is to retrieve special crystals from all over the planet for Crash's sister, Coco. She's building a machine that will return the world to its normal size after evil Dr. Cortex shrunk it down to facilitate his domination plans. Crash games are usually more predictable than your average romantic comedy, so expect X/S (which we imagine stands for "extra small") to focus heavily on item collection through twenty 2D and 3D levels. The good news: the folks at Vicarious Visions (the boffins behind Tony Hawk 2 on the GBA) are outfitting Crash with his first handheld appearance. Count on them to make this one a winner.

POCKET DATA
PUBLISHER: UNIVERSAL INT.
DEV: VICARIOUS VISIONS
GENRE: ACTION
PLAYERS: 1
ESRB RATING: E
RELEASE DATE: Q2 02

BATMAN: VENGEANCE





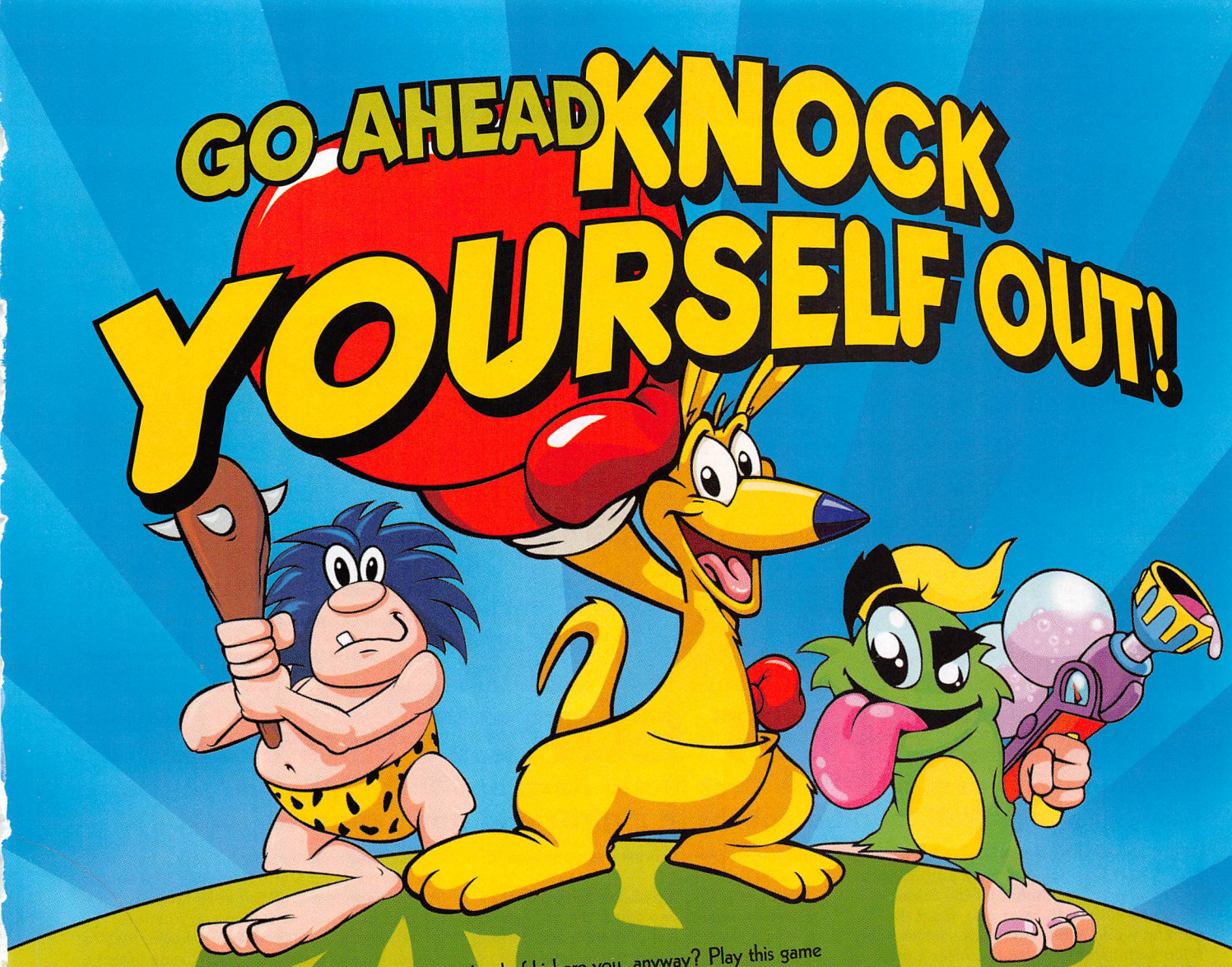
The Dark Knight's latest adventure finds Gotham in—get this—a state of turmoil, and in need of a hero. This, ladies and germs, is where you come in.

The Joker's recently expired (okay, wipe the tears from your eyes—we'll believe that when we see it), and supervillains Poison Ivy and Mr. Freeze are attempting to gain control of the city's criminal element. That means you'll need to guide the caped crusader through a dozen standard-fare, side-scrolling levels in a quest for justice. Kicks, punches and all of those wonderful toys will be at your disposal in order to teach Gotham's lawbreakers some respect for the Dark Knight.

From what we've seen so far, this looks like the game that might just do the Batman license some justice after years of poo poo. The graphics are fairly stylized, and if it PLAYS well, then—well, keep your fingers, toes, wings, etc—crossed.

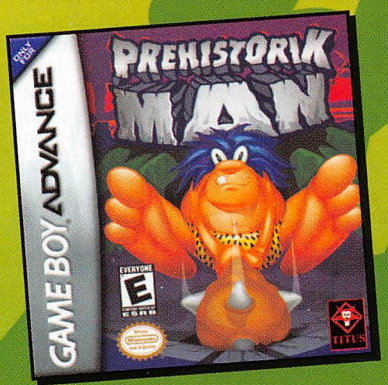
POCKET DATA
PUBLISHER: UBI SOFT
DEVELOPER: UBI SOFT
GENRE: ACTION
PLAYERS: 1
ESRB RATING: E
RELEASE: SEPTEMBER

GO AHEAD KNOCK YOURSELF OUT!



Hey! What kind of kid are you, anyway? Play this game and find out! **My favorite color is _____.**

A) gray **B) purple** **C) orange** **D) blue**



If you chose **A**, you rock! You're the stone-age type who was born to be wild. Satisfy your primitive urges with Prehistorik Man®. You might even save a starving village and wow the chief's daughter.

If you chose **B**, you're the ultimate starry-eyed dreamer. Live out your cosmic fantasies on Planet Monsters™, where 4-player action lets you get into (and out of) the stickiest situations.

If you chose **C**, you're either an extreme sports fan or a marsupial. Either way, you'll find non-stop thrills with Kao the Kangaroo™, the kidnapped joey who's got to punch his way home.

If you chose **D**, you're the fun-loving type who lives to play — and loves to win! You'll want to master all three games to satisfy your thirst for action!

EVERYONE E CONTENT RATED BY ESRB

Developed by Planet Interactive Development TITUS

GAME BOY ADVANCE

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(1) With any luck, Toad will take Yoshi on the tight turn ahead. (2) Nothing like a day at the beach for Luigi. (3) The concept of "one size fits all" works against Donkey Kong as he could use a size bigger kart. (4) Power ups abound, though are not always easy to get to

MARIO KART SUPER CIRCUIT

It's been ten years since the first Mario Kart, and thankfully, very little has changed. Well, maybe you have a girlfriend now. We said 'maybe'...

Nobody knew what effect Super Mario Kart was going to have on the world of gaming when it hit the Super Nintendo almost 10 years ago. It set the gaming world alight and store shelves soon filled with half-baked clones. After a tasty but not entirely filling N64 sequel, Mario Kart is finally available in portable form and has been worth the wait.

For those new to the series, Mario and his friends are taking time off from saving the Mushroom Kingdom by racing on go-karts. These karts are pretty special—not only do they go faster than ones found at your local track but they can collect and fire weapons as well.

Weapons are well balanced in that most offer offensive and defensive functions. Red turtle shells which usually work as homing missiles, can be left waiting behind to ambush the next player to drive by. Green shells lack the brains of their red counterparts but bounce around the level until they hit something. Rounding out the pack are bananas to make drivers spin out and lightning bolts that shrink everyone else for a few vital seconds.

Courses are tightly packed with plenty of corners, weapons and coins, making each race an equal balance of driving and battling. Races are based on varied locations such as Donkey Kong's jungle and Mario's private circuit but also offer a welcome chance to mix the gameplay. For example, Bowser's Castle continually tests your corner-handling skills while Boo Lake needs good timing to jump over pot holes. This is great design, and keeps the action fresh.

Time trail mode is a neat addition but it's unlikely to extend the game's appeal for a long period of time. Multiplayer, on the other hand, is where it's at. The single cart, four- machine link system provides instant thrills (though load times grow annoying). With four complete systems connected, however, all tracks and characters are available to wreak havoc with, making for one of the most enjoyable multiplayer experiences around.

Like the game, the graphics are a hybrid of the 16 and 64-bit Mario Kart titles. The engine is firmly based on the Super Nintendo's Mode 7 background scaling and rotation system, as all levels are flat. However, they're smoother and faster than we expected from a "mere" handheld system. The characters have the rendered look of the Nintendo 64 version, giving each player bags of personality. It really does look astoundingly good.

It does take a while to get used to the control system, as jumping and using weapons are relegated to the notoriously out-of-reach shoulder buttons. After the learning curve has been conquered, however, the fine art of power-sliding around 90-degree turns can be mastered—and then there's nothing between you and complete addiction.

Multiplayer is where it's at, the link system provides instant thrills

MULTIPLAYER: THE LOWDOWN

If you don't have a Game Link cable yet, Mario Kart Super Circuit is a great reason to get one! The game supports four players with the one cart though you only get to play as differently colored Yoshis on a stock set of four simple courses. If everyone has their own copy then Multi Pak Vs. and Battle modes become available. Vs. mode is a straightforward race for the checkered flag with human opponents while Battle gives each player three balloons that can be popped with weapons (the last person/Yoshi/Dragon-thingy with a balloon is the winner). The tension these battles can cause between otherwise friendly players is immense. Best to only beat friends who you outweigh by at least 20lbs...

(5) Mario sees stars after a power slide goes awry for him. Good power sliding is key to making sharp turns easier. If you power slide long enough (without driving through any grass or any other obstacles), you'll receive a small boost when you straighten out. (6) The Boo creature (the round white ball-looking chaps) will steal the power ups from other racers and give it to you

SNES TO GBA: WHAT'S NEW?

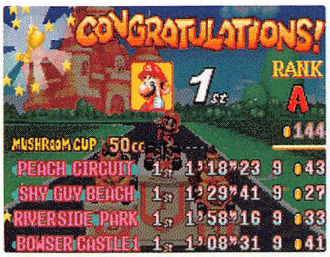
At its heart, Mario Kart Super Circuit is the Super Nintendo title in portable form. However there are a number of noticeable differences. Koopa Troopa has gone AWOL, replaced by the evil Wario. The turbo start cheat has been retained, giving older players a small advantage. All the SNES racing levels are hidden deep in the cartridge and are unlocked by achieving star ratings. They have been slightly modified to fit the Game Boy Advance memory, which is (*cough*) more than can be said for the battle maps. Only the first of the four classic fields are to be found. But put such gripes aside and this is virtually a perfect conversion and a worthy testament to the Game Boy Advance's power.

(Above) Still cool: The original 1992 SNES version of Super Mario Kart featured Mode-7 graphics (for the tracks) and flat, cartoon-like sprites for the characters

(Above) The GBA version still uses Mode 7 technology for the tracks, but the character sprites are much improved; they have that N64 Mario Kart rendered look. Slick

MAKE THE GRADE

Like most Nintendo games, Mario Kart is easy to pick up but tough to master, and no punches are pulled when it comes to rating your performance on the track. Crash into obstacles or drive slowly and you're awarded with a humiliating E and sent back to driving school. Improve and with much practice (and Bowser-baiting) you can work your way up to a coveted A rank. But that's just the beginning of the road to Mario Kart infamy. Beyond that are the coveted star ratings, which ace drivers strive to achieve. Who knows what will be unlocked by getting these? *(Apart from us, obviously – Ed)*



Ahh, the coveted "A" score. Who said kids who play too many videogames don't get good grades?

Well, better luck next time. Even getting first place, not collecting enough power-ups will limit the grade you receive

Courses are tightly packed with plenty of corners, weapons and coins, making each race an equal balance of driving and battling

A GAME FULL OF CHARACTER

All eight characters are divided into three classes that define their abilities. Toad, Peach and Yoshi fit into the lightweight class, giving them low top speeds but unsurpassed maneuverability and acceleration. On the flip side are the burger-munching, fat-Elvis brigade: Wario, Donkey Kong and Bowser - slow to get moving but virtually unstoppable afterwards. For you novices out there, you're best off opting for Mario or Luigi, who go for the middle ground in every respect. Our favorite, since you ask, is Toad. He's quick off the mark which allows you to recover well from attacks, and he has a mushroom for a head, which is amusing on a number of levels.

Good acceleration. Mushroom for a head

Poor acceleration. High top speed. Bananas for brains

Slow to get going. High top speed. Bad moustache

Poor acceleration. High top speed. Smells bad

Good acceleration. Some sort of dinosaur, apparently

Speedy off the line. Low top speed. High maintenance

All-rounder. Good for beginners. Not Mario

All-rounder. Good for new players. Likes a good pipe

POCKET DATA

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
GENRE: RACING
PLAYERS: 1-4
RELEASE DATE: SEP. '01
ESRB RATING: E

POCKET SCORE

GRAPHICS

The best of the kart-racing games. Character sprites are great, and levels super-colorful. Just right!

GAMEPLAY

Perfect. Mario Kart is the original. The One and Only. The...well, you get the point. It's awesome

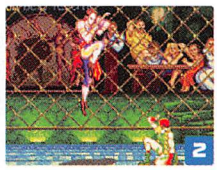
SOUND

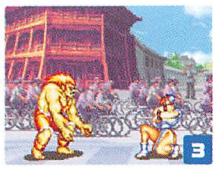
Excellent. All the trademark ditties are there, and the simple-but-effective effects fit perfectly

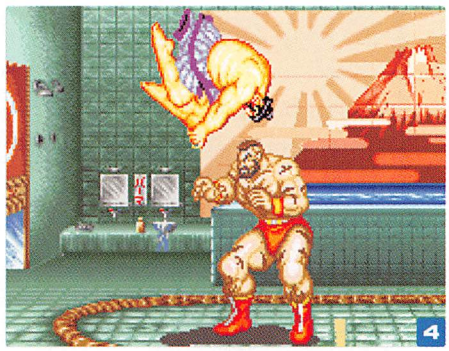
OVERALL

As good as it gets. We sincerely doubt whether another driving game- of any kind- will beat this for some time. Go buy it

9.5
OUT OF TEN







(1) Ryu blasts off another fireball - not an easy move using the GBA D-pad. (2-4) Guile, Zangief, and company don't just fight—they look good doing it. The backgrounds are based closely on the original arcade title, but have been re-drawn, Anime-style for GBA

SUPER STREET FIGHTER II TURBO REVIVAL

A handheld fighting game...without the button-mashing

A decade ago, the idea of Street Fighter II at home was more fantasy than reality. How times change. Capcom's Super Street Fighter II Turbo Revival brings a near-perfect rendition of the arcade hit onto Nintendo's Game Boy Advance.

Present are 17 world warriors, 18 gorgeous backgrounds, a two-player link-cable mode, and 10 different survival and time attack options. In a testament to the GBA's power, the game also includes remixes of every music track from the arcade, as well as most of its original sound effects. Big Bird's "you win," "you lose," and "perfect" sound samples are AWOL, but everything from Ryu's "Hadouken" to Cammy's "Cannon Spike" are sampled perfectly.

To cram SSF2TR into a single GBA cartridge, Capcom has made a few visual adjustments. The addition of hand-drawn, manga-style cut scenes and character portraits are major improvements over the bland caricatures from the arcade and SNES releases. Some alterations, such as the new backgrounds for Ken, Bison, Chun Li, Guile, Balrog, and Ryu will disappoint old-timers because of their sparse presentation, but may actually please newcomers due to their modern anime-inspired artistry and colors. A number of smaller animation elements have also been simplified.

"But how does it play with only four buttons?" After an initial learning curve, SSF2TR on GBA plays almost as well as its SNES counterparts. Coping with the game's stiff D-Pad response is another story. Whether it's bad programming on Capcom's part or just the nature of the hardware, it is difficult to reliably execute fireballs, dragon punches, and other techniques that require circular motions. Practice does help some, however.

No matter the gripes, Super Street Fighter II Turbo Revival gets more right than it does wrong. It's a must have.

Finally a near-perfect rendition of the arcade game. . . to go

(5) Chun Li whips up a flying bird kick
(6) Ryu counters T. Hawke
(7) Guile and Ryu square off (8) Ryu scores in a bonus stage. All the moves you're accustomed to are here along with "kicks," such as repainted backgrounds, remixed music, and a special "easy moves" mode

POCKET DATA

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
GENRE: FIGHTING
PLAYERS: 1-2
AVAILABLE NOW
ESRB RATING: T

POCKET SCORE

GRAPHICS

Highly dynamic characters create a familiar cast, while the animation level is through the stratosphere

GAMEPLAY

The GBA isn't well-suited for fighting games, but with practice you'll be performing super combos

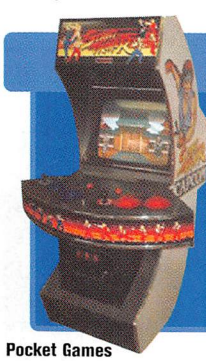
SOUND

SF fans are going to love listening to the game—the best sounding fighting game for the GBA

OVERALL

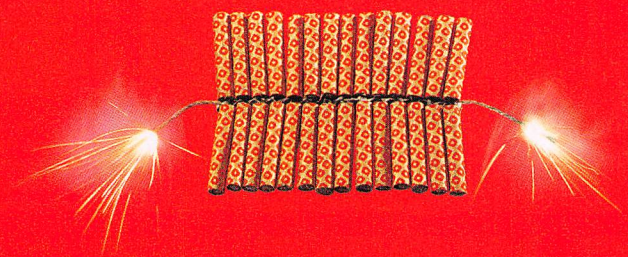
All criticisms are minor—this is the best handheld fighting game currently available. Watch out for carpal tunnel though

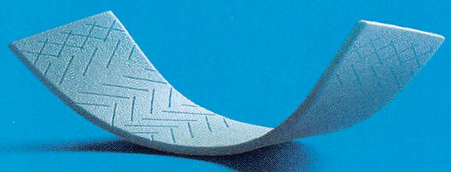
8.0
OUT OF TEN



STREET FIGHTER ARCADE

The original arcade Street Fighter was a flop. In 1987 the arcades were full of Double Dragon-style scrolling beat'em ups, and the public had a hard time adjusting to single-screen combat. When Street Fighter 2 was released, and they realized the added gameplay depth it offered, they duly went nuts for it, creating a race of strange sub-humans who would lurk in dark corners of the local arcade perfecting hundreds of moves to unleash upon unsuspecting rookies. Some did it to impress their girlfriends, but most didn't have girlfriends, and so they did it for the honor (that and to impress girls they wished were their girlfriends, but who wouldn't touch them with a ten foot pole, let alone agree to dress up as Chun-Li "just to see what you look like").





FOR ICY COOL BREATH THAT LASTS

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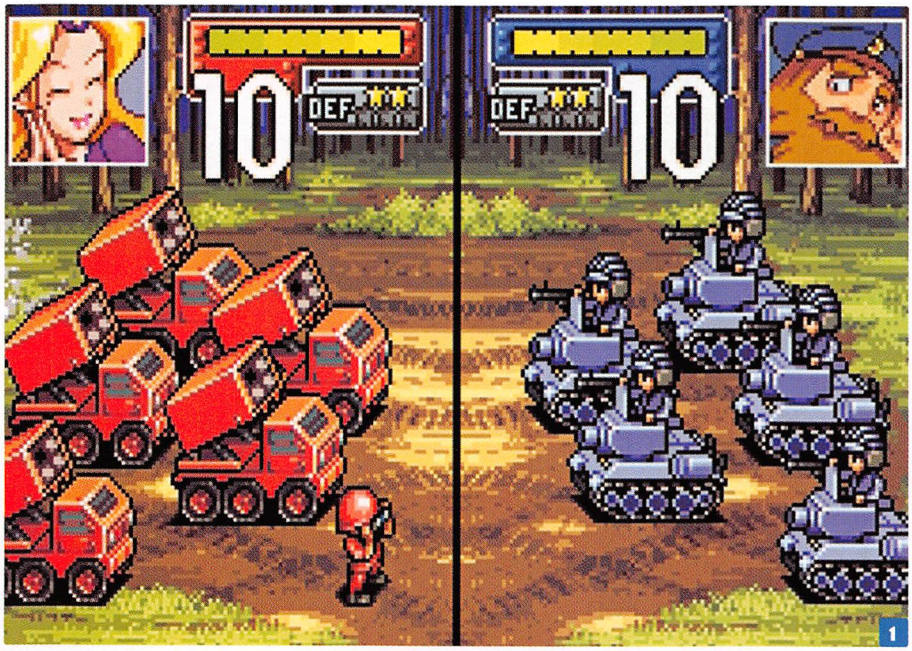
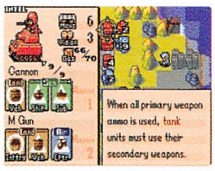
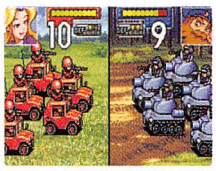
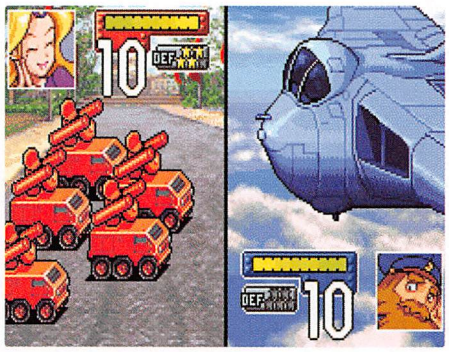








(1) When two units face off, a neat animated sequence is displayed. Units throw their respective weapons at each other and the stronger side should walk away with victory. Having a height and technology advantage usually results in success. Who wins or loses is up to you

ADVANCE WARS

Little Manga tanks! Little Manga soldier-dudes! Maps! It's like a PC game that was hit by a Nintendo-ray and accidentally made fun!

Turn-based strategy games are typically more at home on the PC, but Nintendo have made the genre work in portable format. Advance Wars looks uninteresting at first glance, but proves to be a highly addictive title after a long learning curve.

At its most basic level, the gameplay simply involves shoving units around a battlefield to strategically beneficial positions—high ground, for example. Of course it's far more than that—this is war, and there are a million strategies to implement. When opposing units come in contact with each other, a battle sequence is played out, showing dominant sides laying waste to weaker foes

Single-player mode takes a while to get used to, as new players are forced through a laborious series of training missions that are as long-winded as they are informative. 114 maps offer plenty of depth, with most challenging the brain in a puzzle game kind of way—you know there's a way to turn a seemingly impossible situation into victory but the answer is always fiendishly out of reach.

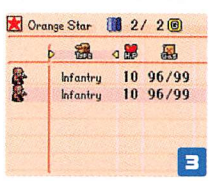
Four players are supported in multiplayer mode, though it's hard to imagine more than two people having the patience to go through an entire campaign alongside one another.

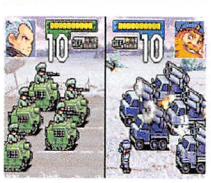
The graphics are a mixed bag. Most of the player's time is spent staring at a static map screen which is functional but not attractive. Character portraits are full of "character" but could have done better with more animation, as looking at the same poses from each person gets old after a while.

The only visual excitement comes from the battle sequences, where cartooney characters throw bullets and missiles at each other and fly off screen when hit. Bright colors are used extensively throughout the game, giving Advance Wars a vibrant feel.

The slow pace of Advance Wars may disappoint action fans but there's enough gameplay here to guarantee dedicated gamers a long-lasting experience. Looking for something that'll last? Look no further.

This is war, and there are a million strategies to implement





(2) The battle screen may look plain, but it's full of information. Each unit can be closely examined to reveal their visibility level troop strength and other details designed to keep players searching for the perfect strategy. (3) Paying close attention to the statistics here is absolutely vital

POCKET DATA

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
GENRE: RTS
PLAYERS: 1-4
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

The map screen is clearly laid out although individual units are poorly animated

GAMEPLAY

The mission editor, multi-player support and ranking mode will keep you coming back for more

SOUND

Missiles whoosh and explode, tank treads rumble on dirt and bullets zip around with sonic joy

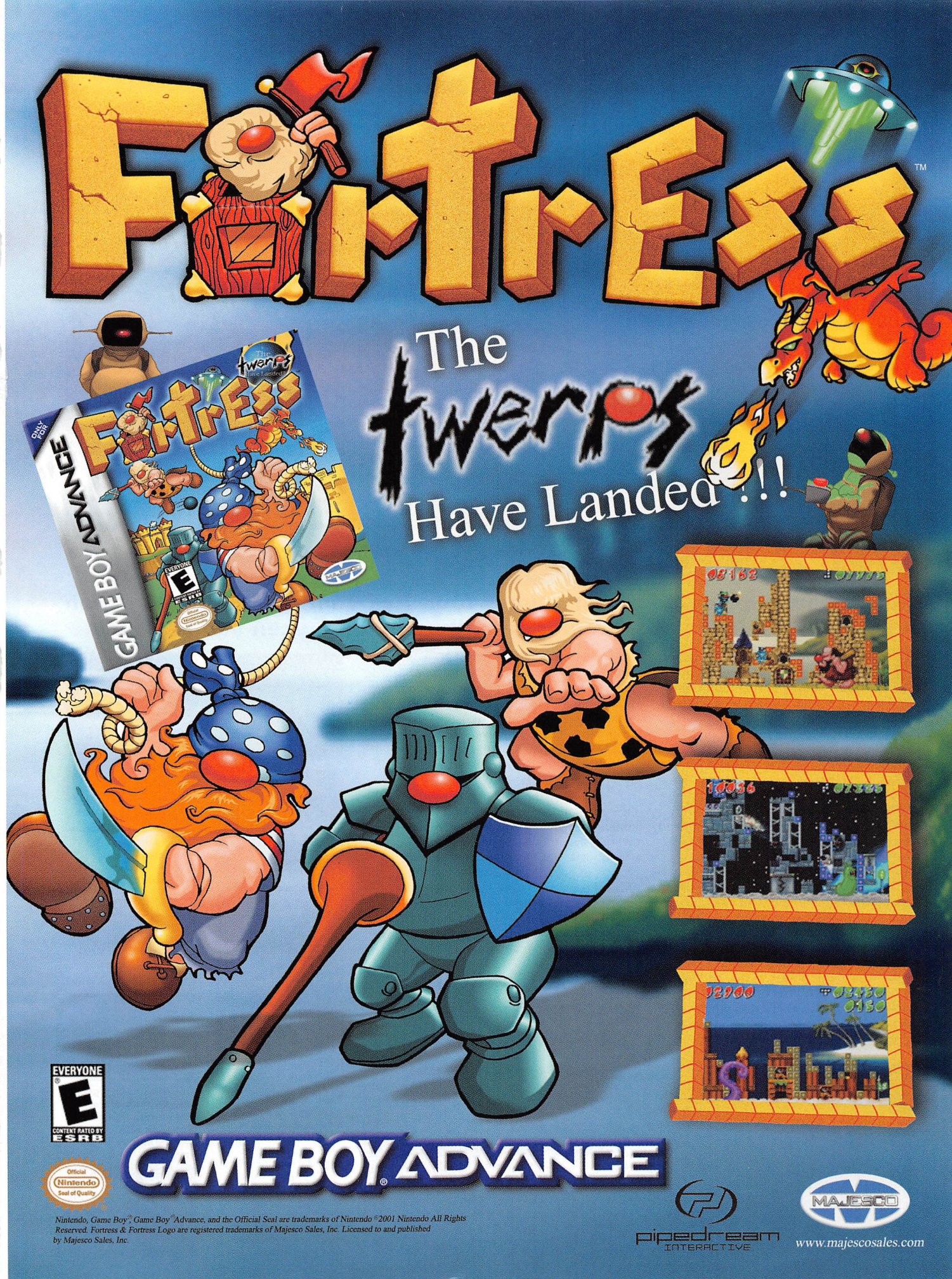
OVERALL

Don't be fooled: behind the cover of a normally boring genre lies one of the most addictive and outright fun titles to hit so far

9.0
OUT OF TEN

WE BUILT THIS CITY

OK, pay attention, Commander: Just like real-life military operations *(Um...what do you know about "real-life military operations?" – Ed)*, capturing and maintaining control of nearby cities is crucial to long-term survival. Most of the missions have buildings that can be used for a variety of handy purposes: to generate income, heal your troops and turn the map a nice shade of red (always good). It is strategically important, on a number of levels, to convert enemy buildings over to your side as they not only give your troops somewhere to hide and heal, but also reduce the amount of money the enemy can earn per turn. If you can't beat 'em with tanks, hit 'em in the pocket-book!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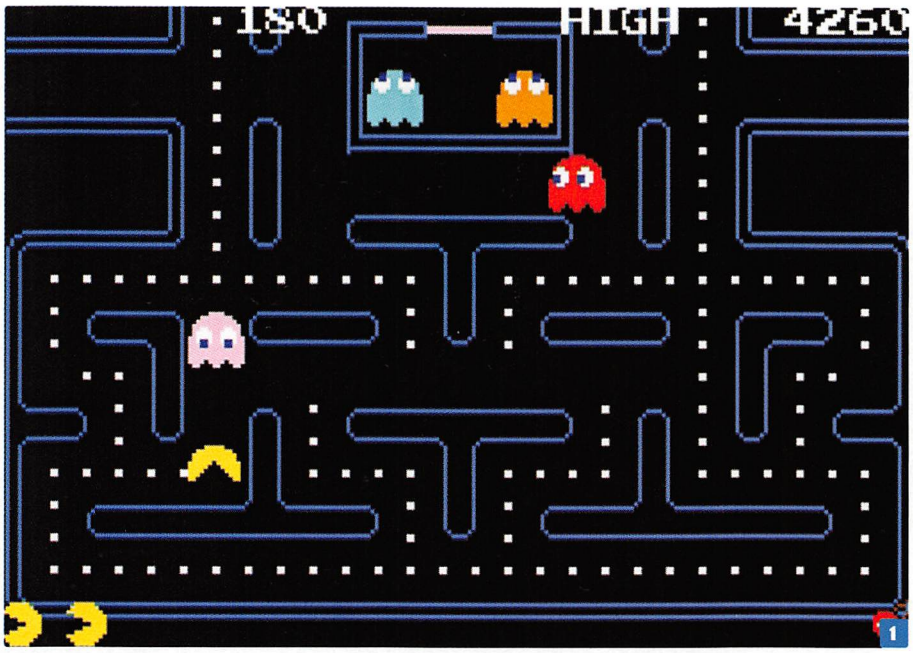
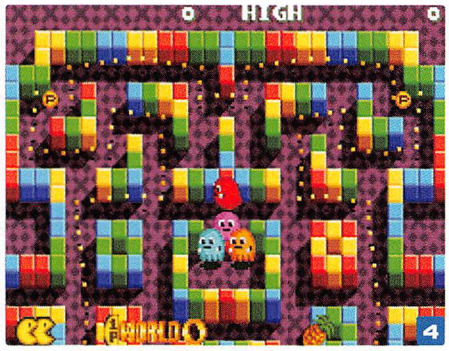




The Pac-Man Collection: (1) Pac-Man, (2) Pac-Mania (3) Pac-Man Arrangement (4) Pac-Attack. Each game offers a good diversion from the standard gameplay of Pac-Man and the insane Tetris+ghosts+mazes energy of the newer Pac-Man Arrangement

PAC-MAN COLLECTION

Ghosts, power-pills and mazes...times four. Ask your dad about 'Pac Man fever' and then leave the room. He'll still be talking when you get back

Hww, yeah! Following in the footsteps of Namco Museum, Namco has given Pac-Man his own spotlight on Game Boy Advance. Pac-Man Collection is a slick retro-gaming compilation that brings four arcade-perfect Pac-games together on a single luscious cartridge.

Headlining the collection are Pac-Man, Pac-Mania, and Pac-Man Arrangement, three pellet-munching classics that pit the rotund hero, Pac-Man, against those five dastardly ghosts in a number of topsy-turvy, fruit-filled mazes. Pac-Attack, an oft-maligned Tetris look alike, is also included.

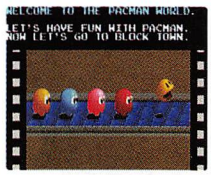
Pac-Man is the game that led to Pac-Man Fever in the first place and, for the first time, it's brought to a handheld with near-perfect accuracy. Navigating a maze of power pellets and Pac-hungry ghosts, fans (i.e: your dad) will be relieved to note that all the revered "wakka wakka" sound effects and graphical smoothness of the original have landed on GBA intact.

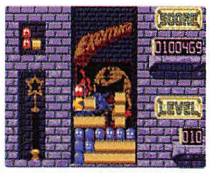
Pac-Mania and Pac-Man Arrangement bring the basic pellet-munching premise of the original Pac-Man into the third dimension. With the benefit of 3D isometric visuals, Pac-Man can now jump over hazards, climb stairs to reach upper levels, and munch on a number of exciting power-ups. Watch out, though, because the ghosts in Pac-Man Arrangement can eat power-ups too, which could leave Pac-Man on the receiving end of a ghostly double team, trapped in jail, or hit by a guided missile.

Pac-Attack is the final game included with the compilation. There's nothing terribly innovative here, as you're mainly just clearing away rows of shapes interspersed with ghosts, but the game does provide a change of pace from the other Pac titles.

Even considering the mediocrity of Pac-Attack, the other three games included in Pac-Man Collection prove that stellar gameplay can (and does) transcend all issues of graphics, sound, and time.

Pac-Man is brought to a handheld with near-perfect accuracy





Although smaller and a little cropped, each of these Pac-games is an exact duplicate of its original incarnation. From the ghost patterns of Pac-Man to the subtle power-up cheats in Pac-Man arrangement, Namco has cloned their classics onto the GBA with 100% accuracy

POCKET DATA

PUBLISHER: NAMCO
DEVELOPER: MASS MEDIA
GENRE: PUZZLE
PLAYERS: 1
RELEASE DATE: JUL. '01
ESRB RATING: E

POCKET SCORE

GRAPHICS

The four games in Pac-Man Collection look exactly like their arcade original counterparts

GAMEPLAY

Eat pellets and dodge ghosts; Eat pellets, dodge ghosts, and jump; Match blocks and eat ghosts...

SOUND

If you've heard the original versions of any of these four games, you've heard Pac-Man Collection

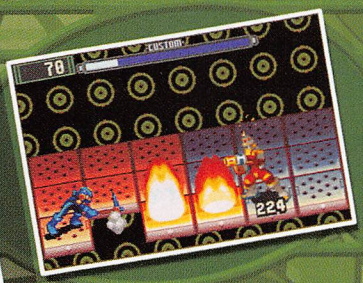
OVERALL

This title makes a good case for the resurrection of decades-old games on GBA. "Ahh...those were the days", etc.

7.5
OUT OF TEN

DID YOU KNOW?

Pac-Man's original Japanese title was "Eat Man," which was then translated into "Puck Man" by Namco, the developer. The game's U.S. publisher, Midway, suggested a change, however, when it was noticed that "puck" could be altered into an obscenity with only a little masking tape *(Hmm...since when is "uck" an obscenity? Oh, wait – Ed).* Pac-Man was born. The original idea for the character came from game designer Toru Iwatani as he stared down at his lunch and noticed that a pizza with one slice missing made a shape that he could turn into a truly classic videogame character. Seriously. Look, we don't make this stuff up, you know. Really. Hey, wait! Come back!



CAPCOM®

Classic RPG Adventures.

GAME BOY® ADVANCE

EVERYONE
E
CONTENT RATED BY ESRB
MILD VIOLENCE

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TOP GEAR GT CHAMPIONSHIP

Top Gear GT Championship brings Kemco's hit racing series to Game Boy Advance, but fails to bring with it any significant improvements or innovations over its 8-bit ancestors.

Your goal is to place on the top three positions and first in the overall championship. At various intervals, on-screen arrows will advise you when to turn, when to slow down, and when to beware of major hazards.

Therein lies the problem: There's nothing more to Top Gear GT than the above description. Unlike THQ's GT Advance Championship Racing, you can't veer heavily off course, take side routes, or drive in reverse.

In addition to its six initial courses, Top Gear GT Championship also includes a course editor and support for four-player simultaneous link-cable competitions. These features are the game's best quality, but will be lost on anyone who's looking for the fun of a Mario Kart-style game. Which is, after all, most of us.

Top Gear also supports four-player link play

Although it looks nice in stills, Top Gear GT is neither fluid, nor realistic, nor fun to play

There's not much to look at but roads, cars, trees

POCKET DATA

PUBLISHER: KEMCO
DEVELOPER: VISION WORKS
GENRE: RACING
PLAYERS: 1-4
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

Sprite-rendered roads, and choppy car animation really hinders your enjoyment

GAMEPLAY

There are many cars and you can tweak them, but all you need to win is to stay on the road

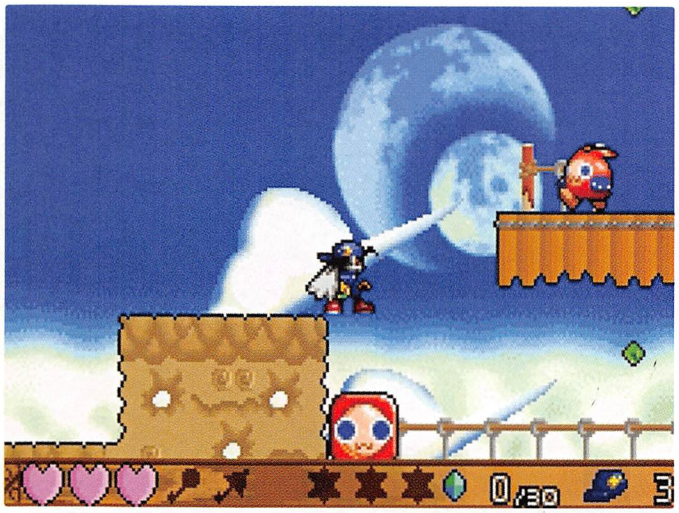
SOUND

Other than a few different engine murmurs and some tire skids, there's not much to enjoy

OVERALL

A totally simple racing game that only the least picky (or least old) players will enjoy

4.0
OUT OF TEN



KLONOA: EMPIRE OF DREAMS

If games like Mario and Sonic are your bag, then you need to check out Namco's Klonoa: Empire of Dreams.

An adventure game in spirit, Klonoa: Empire of Dreams is actually laden with puzzles and switches. Klonoa can run, jump, and float, but it is his magic ring—which can capture enemies—that enables him to progress from one area to the next. In all, there are 40 individual stages, five hover-board stages, and six difficult bosses spread across five large kingdoms.

In order to rescue each kingdom from its nightmare, you'll solve puzzles contained within each level. Enemies are key, as each serves its own purpose when captured. Boomies allow you to destroy fragile walls, Moos help you to leap higher, Spikers can deflate other enemies, and stone blocks give you the ability to pass under waterfalls unharmed.

It's not as ambitious as Klonoa 2 on the PlayStation 2, but Klonoa: Empire of Dreams for the GBA is a highly respectable handheld rendition of a series which has been woefully overlooked.

Klonoa is easy to beat, but difficult to complete

Klonoa does have some distinct obstacles, which require clever strategy to overcome

In many ways, Klonoa looks like Super Mario World

POCKET DATA

PUBLISHER: NAMCO
DEVELOPER: NAMCO
GENRE: ADVENTURE
PLAYERS: 1
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

Wonderful Technicolor backgrounds make Klonoa a truly amazing-looking game to behold

GAMEPLAY

The now familiar gem collecting/puzzle solving aspect of Klonoa is in full force here

SOUND

If you're into emotional, soothing music, you'll be drawn into Klonoa's sonic world

OVERALL

This game isn't for everyone, but if you're an action and puzzle lover it's superb fare

8.5
OUT OF TEN

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DEXTER'S LAB

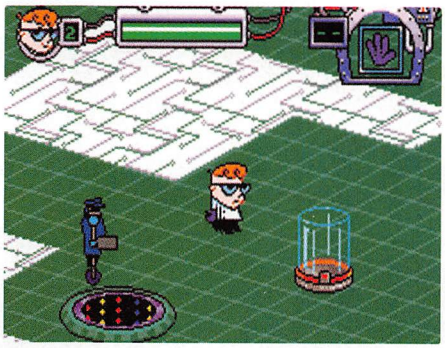
Please go back to the laboratory

Dexter's is your basic problem-solving game—with limited combat—and your character, Dexter, is the feebly-equipped underdog. The incentive to make it through the game is to rescue your girlfriend Dee Dee, who has been cloned into, uh, multiple Dee Dee's. In order to rescue these Dee Dee's, you need to solve puzzles: Problem is, once you spend twenty-plus minutes solving a particular puzzle and leave that area, and then return... you'll find that all your work in "solving" that "problem" has been mysteriously erased. You then need to go and "solve" the same exact "problem" you just spent the past 20 minutes dealing with. Ack.

The game is played from an isometric perspective, reminiscent of old school games like Marble Madness. However, in Marble Madness the point was that your marble *was* difficult to control; in this game, when you move Dexter around, it's far too common to simply fall off of cliffs or get caught in electricity fields—even though you were clearly safely away from the offending obstacle. It's not horrible, but we can think of about 600,000 better ways to spend your time.

The TV show is pretty good though.

The TV show is way better. Trust us



Note: One of the best features in the game is the ability to brighten the screen in the options menu. This feature is the highlight of the game. Um, no pun intended

"Oh crap, I'm in a GBA game. Someone help!"

POCKET DATA

PUBLISHER: BAM
DEVELOPER: VIRTUCRAFT
GENRE: ADVENTURE/PUZZLE
PLAYERS: 1
RELEASE DATE: NOV. '01
ESRB RATING: E

POCKET SCORE

GRAPHICS

Veeeery simple, even by hand-held standards. Not a lot of time was put into making this one pretty

GAMEPLAY

Sorta like Mario64 meets Chip's Challenge, except way worse. Hard to control too

SOUND

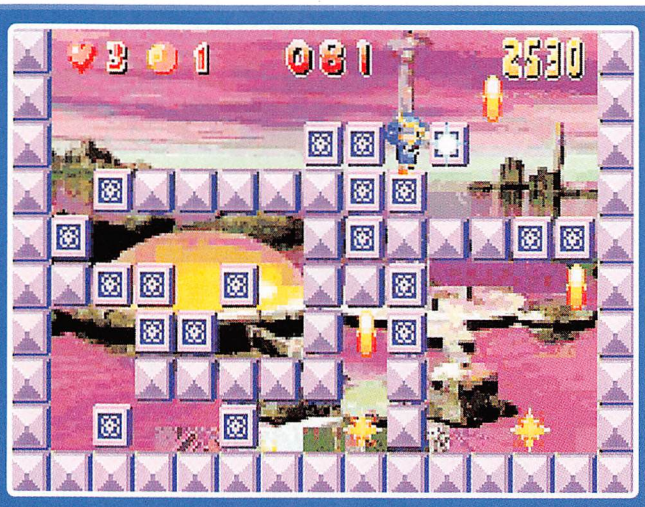
The music was actually quite good, with an assortment of catchy jingles

OVERALL

They could have done better, and so can you. Play only if necessary

3.0

OUT OF TEN



TANG TANG

So many blocks, so little game

Tang Tang is an uninspiring puzzle game with an equally lifeless plot. Using their ability to conjure blocks, four heroes must protect The Associated Nexus of Galaxies (TANG) from the onslaught of alien invaders *(What-ev-er. – Ed)*.

The goal is simple: gather the required number of energy crystals within each stage in order to advance to the next. To reach out-of-the-way areas or trap aliens, you can conjure and destroy blocks, as well as make use of a limited number of shots from your power pistol. Watch out, though, as once you run out of lives, the game ends.

Sadly, Tang Tang looks and sounds just about as well as it plays. Static backgrounds and crayon-inspired characters fit the subject matter adequately, but are somewhat below par compared to the rest of the GBA lineup. Similarly, the game's music is decent—high on melody and low on bass—but nothing spectacular. It's all too sickeningly simple to generate any interest.

Sadly, Tang Tang looks and sounds as well as it plays

Tang Tang has some wicked difficult bosses, but each area has a "100% safe zone" to discover

Create blocks, destroy blocks, get the crystals...

POCKET DATA

PUBLISHER: TAKE 2
DEVELOPER: GAMEVISION
GENRE: PUZZLE
PLAYERS: 1
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

Static backgrounds and crayon-drawn characters won't blow your socks off, but is fine for a handheld

GAMEPLAY

An easy game where you build blocks to gather crystals—that's about it, and there's no multiplayer

SOUND

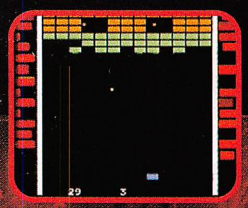
The catchy, sappy tunes are nice, but lack drums or depth. Effects are chirpy and a tad annoying

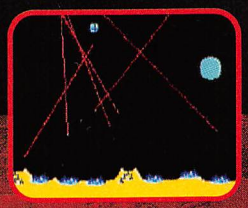
OVERALL

There's little depth or longevity, but simplified gameplay may appeal to young gamers

3.5

OUT OF TEN





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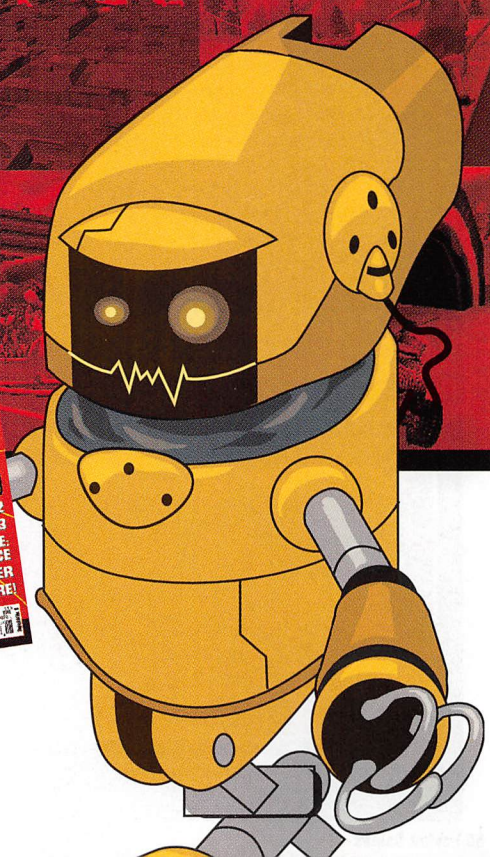

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FINAL FIGHT ONE

Fighting, the old-school way

Even if you hate SNES ports, you'll have a hard time not being impressed by Final Fight One. Capcom has brought their short-lived beat 'em up to the Game Boy Advance relatively intact, complete with the additional levels, characters, and multi-player mode that were all originally missing from the 1991 SNES release.

Even though it's a decade old, Final Fight One is great fun. There is no shortage of bad guys to pummel: Some are speedy and some are strong, but the majority of 'em are spineless lackeys.

Your job, as wonderful as it sounds, is to beat on them. A few health items, such as turkeys, soda pop, and pizza *(Oh yeah, very healthy –Ed)*, also crop up along the way when things get hectic. At the end of each level, you'll have to deal with a tricky boss character.

So: it's better than the SNES version, and the final kicker—and why you really ought to pick this one up—is that it supports two-player simultaneous gameplay via the GBA link cable. Sweet.

Even at a decade old, Final Fight One is great fun

Final Fight One's colorful graphics and farfetched story greatly extend the game's longevity

Final Fight One is full of tough 'Guys' like these

POCKET DATA

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
GENRE: ACTION
PLAYERS: 1-2
AVAILABLE NOW
ESRB RATING: T

POCKET SCORE

GRAPHICS

FF One is a fluid mixture of SNES and arcade visuals that really stands out on the GBA. No slowdown

GAMEPLAY

Punch, kick, and throw —a lot. Multiple difficulty levels and five playable characters helps replay

SOUND

The remixed arcade music sounds odd on the GBA, but the sound effects are exactly the same

OVERALL

The best home conversion yet, better than the Sega CD version, and possibly the arcade

8.5
OUT OF TEN

BREATH OF FIRE

A breath of fresh air for RPG fans

Breath of Fire has always been a niche title on the SNES and PlayStation, a situation that is unlikely to change with the Game Boy Advance version. This is a remake of the first game in the series (now four games old), with updated graphics and a few gameplay tweaks to take advantage of the new technology.

Two sides of a previously united clan that ruled the entire country have split, and are waging war with each other. With this in mind, you're going to explore the land, find items and battle monsters in dungeons. Not exactly what you'd call groundbreaking, but BoF is old-school, and proud of it.

Combat is handled in the standard turn-based format. Select your attack from magic, physical attack or run like heck and, after your opponent has their go, the consequences of your actions are played out. Repeat the cycle until somebody dies.

Localized RPGs on the Game Boy Advance are common enough, and Breath Of Fire offers a deep, involving challenge in which to immerse yourself. Dig it.

This is a solid remake of the first title in the series

"Arrgh! Blue, er...blobs!" Monsters or two people camping? OK, so it's probably monsters...

The characters in BoF are full of depth and...character

POCKET DATA

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
GENRE: RPG
PLAYERS: 1
RELEASE DATE: Q1 2002
ESRB RATING: RP

POCKET SCORE

GRAPHICS

The cute and cuddly-style graphics are updated, along the lines of Zelda and Final Fantasy

GAMEPLAY

The storyline is fairly complex, and standard fare for RPGs of its kind. Swords, taverns, etc...

SOUND

Nothing especially ground-breaking here. Background music is ambient and appropriate

OVERALL

The formula is as old as the hills but it still works, thankfully, in this game. Good, solid stuff

7.5
OUT OF TEN

F-14 TOMCAT

'Be' Tom Cruise!

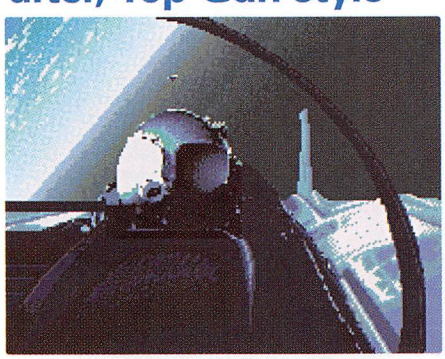
Traditionally, most handheld flight sims "do a Goose" as soon as they take off. It's unavoidable—the limitations of their medium of choice are unavoidable and worse, extremely prohibitive. Not so for F-14 Tomcat, which uses the Game Boy Advance to good effect, soaring high above past technical boundaries like a caffeinated Maverick.

Duty calls when the President orders available forces to protect American assets in the region and enforce a U.N. mandated "no fly zone." Much aerial butt kicking ensues shortly thereafter, Top Gun-style.

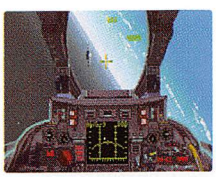
A pseudo-3D, first-person viewpoint provides an adequate setting for your mile-high escapades. Bank, turn, dive or barrel roll, and scrolling effects easily maintain stride.

F14 Tomcat clocks in as a solid title, although it's beset by minor niggles. Problem areas don't overshadow passable gameplay; they just hold it back from greatness. Never mind that no suitable alternative is offered as of yet for Game Boy Advance: There's more than enough high-flying hijinks here to tide please.

Much aerial butt kicking ensues thereafter, Top Gun style



"Ehh, Captain. I think I see Tom Cruise flying at twelve o'clock, and he's doing that cheesy grinning thing"



Zero-in on the 'bandit' and then throw up

POCKET DATA

PUBLISHER: MAJESCO
DEVELOPER: VIRTUCRAFT LTD.
GENRE: SIMULATOR
PLAYERS: 1
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

Day and night effects are cool, as are the simulated 3D views

GAMEPLAY

As dogfights go, F-14 Tomcat holds up OK under pressure, though eventually gets repetitive

SOUND

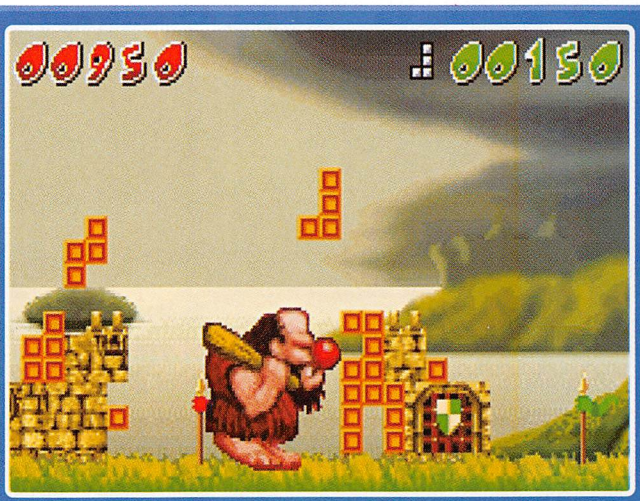
Digitized speech samples and turn n' burn audio effects do the trick nicely

OVERALL

Many play aspects suffer from minor quirks, hence its average marks

7.0

OUT OF TEN



FORTRESS

Block-rockin' beasts

Ushering in a new breed of puzzlers, the uniquely branded Fortress can best be summed up in one word: weird. Other descriptors which do this novel mindbender justice —"frustrating," "fun," and "freakin' bizarre." Unfortunately, you'll notice "addictive" isn't on that list.

You're cast as a budding castle builder throughout four distinct eras: Prehistoric, Medieval, Pirate and Space. A clone serves as opposition. Under Battle mode, players race to build walls by fitting specifically shaped blocks together Tetris-style before time runs out and combat begins; a Blitz option cuts right to the chase, eliminating the preliminary phase altogether.

All this sounds like the makings of a classic puzzle game. But, it's not exactly the case. Fortress gets a few elements right, but doesn't captivate like a Lemmings or Bust-a-Move can. And that, as those partial to bad puns might say *(Er, that would be me – Ed)*, is why the walls eventually come tumbling down.

Fortress can best be summed up in one word: weird

Build 'em up. Break 'em down. Repeat. Welcome to the weird world of Fortress

It's a Tetrisaurus

POCKET DATA

PUBLISHER: MAJESCO
DEVELOPER: PIPE DREAM INT.
GENRE: PUZZLE
PLAYERS: 1
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

Nice little animations of bearded twerps and their monster friends delight

GAMEPLAY

You'd think given this many years, there'd be major improvements on the "Tetris" formula

SOUND

Keyed to each era, the music is definitely a high point. Too bad it's not all that catchy

OVERALL

Fun in spurts, but there's no way you'll play it for months on end

6.0

OUT OF TEN

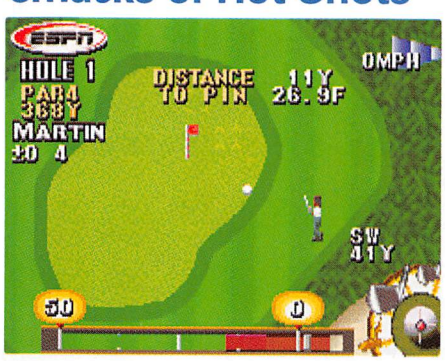
ESPN FINAL ROUND GOLF 2002

If you're going to make a golf game for Game Boy Advance, there are worse ways to go about it than copying Sony's Hot Shots Golf, which the developers of ESPN Final Round Golf 2002 have obviously done.

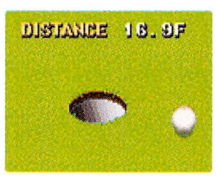
Everything about Final Round Golf 2002, from the shot meter to the way your computer caddie automatically suggests the right club, smacks of Hot Shots. The game even has variable weather, wind, and the obligatory "courtesy clap," heard after particularly good shots. One slight difference, Final Round has realistic-looking (but fictitious) golfers, instead of the big-headed, "super-deformed" characters seen in Hot Shots. It also, not surprisingly, lacks Hot Shots' 3D greens. Instead, you get flat, 2D greens with little arrows representing slope, which make putting a bit too haphazard.

While we were mainly stoked to get our mitts on GBA for all of its great platform, puzzle and racing games, a truly enjoyable golf sim like ESPN Final Round 2002 is an unexpected bonus.

Everything about Final Round Golf, smacks of Hot Shots



There's nothing like a Sunday afternoon on the golf course. Unless, of course, your GBA's batteries are low



See ball. See ball roll. See ball roll in hole

POCKET DATA

PUBLISHER: KONAMI
DEVELOPER: KCE NAGOYA
GENRE: SPORTS
PLAYERS: 1-4
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

You can't do much better than the overhead perspective, but the 3D views could use some help

GAMEPLAY

An enjoyable and easily accessible golf sim along the lines of Hot Shots Golf for PlayStation

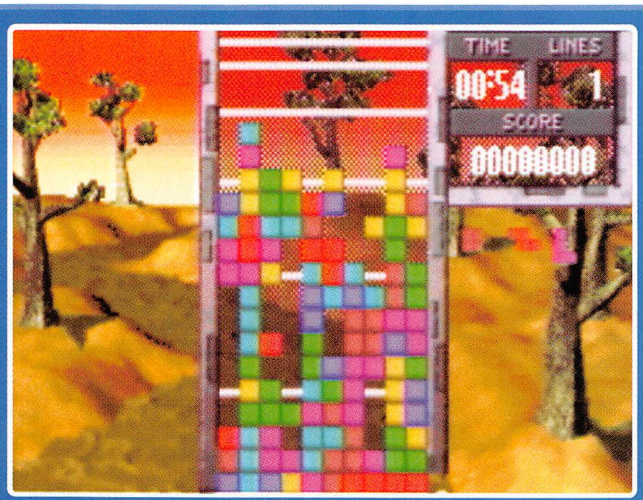
SOUND

Not much of note here, spare the obligatory "courtesy clap," heard after well-placed shots

OVERALL

A solid golf sim that will no doubt stand the test of time. Oh — and nice pants, man!

8.0
OUT OF TEN



TETRIS WORLDS

In case you missed it before...

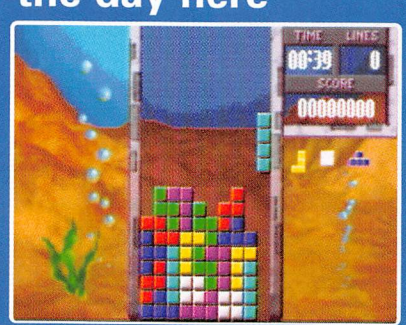
Can you really have too much of a good thing? A tricky question indeed, but one that Tetris Worlds fails to adequately answer.

Although several new variations are offered, none deviate greatly from the play model you've been enjoying for years now. Sticky is a jaded grouch's best bet, forcing blocks of similar color to fuse together, with leftover pieces trickling down. Also fun are Square and Cascade, where goals include creating and eliminating cubic sections and setting up combo strikes, respectively.

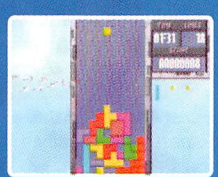
On the flip side, Fusion, Hot-Line and classic Tetris boast little merit. Regardless of whether you're under Marathon (endurance) or Ultra (timed challenge) mode, they're rather insipid and boring.

Strong multiplayer support saves the day. If it weren't for fantastic versus battles, there'd be scant reason for acquiring the cart. It's a textbook case of multiple personality disorder—Tetris Worlds goes for quantity over quality, and it shows.

Strong multiplayer support saves the day here



How many different ways can those blocks keep falling? The world may never know. Or want to



Even with the spiffy backgrounds, it's still Tetris

POCKET DATA

PUBLISHER: THQ
DEVELOPER: THQ
GENRE: PUZZLE
PLAYERS: 1
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

Pretty, but static locales populated by animals that have no point being there is hardly much for praise

GAMEPLAY

Fresh, new, revitalizing... sorry, but none of these terms apply

SOUND

Spunky tunes are nice, though they're not on par with the level of fast-paced challenges at hand.

OVERALL

Great multiplayer support gives it a long lifespan, though little ingenuity is here.

6.0
OUT OF TEN

JURASSIC PARK THE DNA FACTOR

The DNA Factor is a tired platformer that wouldn't have made the grade during the SNES era, let alone on the world's best handheld.

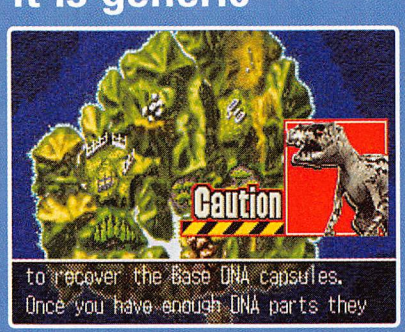
As one of two intrepid and equally skilled explorers, it is your job to find lost DNA fragments that will reconstruct new dinosaurs.

The gameplay follows a pretty standard formula: explore platform level, avoid dangerous dinosaurs, find DNA, find weapon, attack dangerous dinosaurs and try to make it to the level's exit. Add in jumps that require pixel-perfect timing and the fact you only have one life to live and you have a platformer that is as frustrating as it is generic.

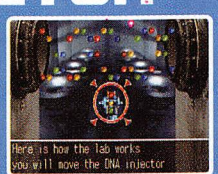
Survive a level and your next task is to piece together the DNA strands in a bizarre combination of shoot 'em up and puzzle game. It's a needless distraction from the main game but at least attempts to add variety.

Die-hard Jurassic Park fans may get a kick out of it, but for most people this game is like a T-Rex: it bites.

A platformer that is as frustrating as it is generic



Nothing could be more menacing than running into a dinosaur with a big red box around it



What? Is this some sort of Bust A Move minigame?

POCKET DATA

PUBLISHER: KONAMI
DEVELOPER: KONAMI
GENRE: PLATFORM
PLAYERS: 1
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

Here's a bit of advice: Close your eyes while playing. This game has nothing to offer here

GAMEPLAY

An exercise in frustration with impossible jumps, boring objectives and a frustrating difficulty level

SOUND

You'd be much better off if you make your own growling noises while playing instead

OVERALL

Not for the first time; a complete waste of the Jurassic Park license

3.0
OUT OF TEN

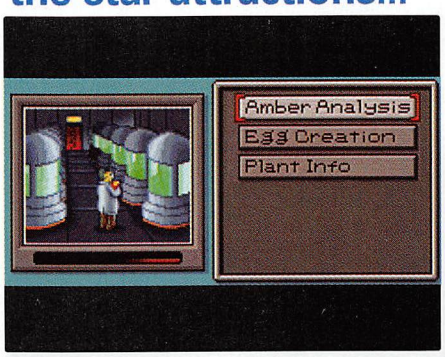
JURASSIC PARK PARK BUILDER

This is the first Theme Park-style game to hit a portable system, and the potentially complex gameplay has actually been scaled down quite well. There's more to making a real Jurassic Park than just throwing dinosaurs around the place and charging people money for the pleasure of being eaten. Your customers need to be kept happy at all times, as miserable people do not like spending money.

Graphically, this is a pretty simple affair. The isometric viewpoint packs in a lot of rides and customers onto the one screen, though a bit of 3D would have gone a long way. Everything is bright and colorful, including the star attractions who look like inflatable balloons rather than gigantic carnivores. Cute menu screens make the dry, economics-based gameplay more palatable, though at the end of the day you will be staring at numbers more than dinosaurs.

Fans of Theme Park on the PC a will definitely find Park Builder to their liking. This is (surprisingly) a genuinely good game.

Everything is bright and colorful, including the star attractions...



There are 140 species of dinosaurs to breed. Knowing which ones attract the largest crowd is key to success

The first rule in real estate: location, location, location

POCKET DATA

PUBLISHER: KONAMI
DEVELOPER: KONAMI
GENRE: CREATION
PLAYERS: 1
RELEASE DATE: JUL. '01
ESRB RATING: E

POCKET SCORE

GRAPHICS

Clear, bold and bright menu options compliment neatly presented park items

GAMEPLAY

The learning curve is steep, but once your first park is successful, it's all worthwhile

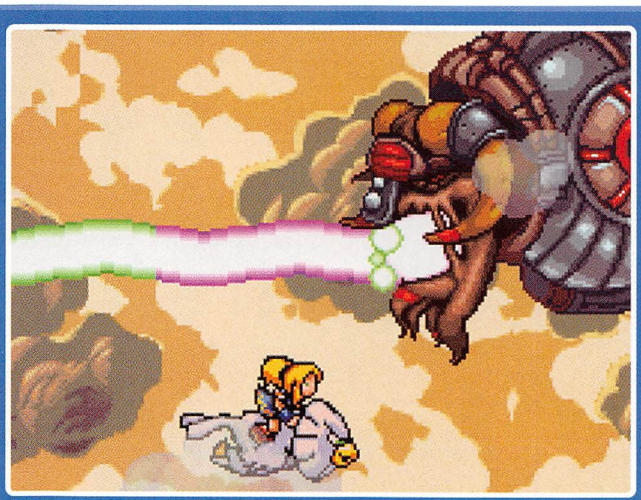
SOUND

A regular assortment of regular sound effects on top of regular background tunes

OVERALL

Not the most action packed game in the world, but pretty damn addictive

8.0
OUT OF TEN



LADY SIA

Super-deformed and dangerous

TDK developed Lady Sia with the intent to appeal to younger female gamers. However, this is no "pink" game—the solid gameplay, challenging levels, picturesque graphics, engaging storyline and empowered (if only somewhat correctly proportioned) female protagonist make this 2D game enjoyable for all gamers.

First off, the animated cut-scenes are nicely done and take full advantage of the GBA's power. One of the most notable features of Lady Sia is the huge sprites. This is enhanced when Sia meets Onimen for the final showdown —she morphs into a giant Sasquatch.

Increased difficulty and size of the stages along with new weapons and elemental magic abilities keep the interest level in the game high. Perfectionists will find great replay value here as they try to beat their previous rating on each level by freeing more prisoners and finding more jewels. A good buy for any lover of anime-inspired 2D side-scrolling action.

Up, up and away on my beautiful balloon...

POCKET DATA

PUBLISHER: TDK
DEVELOPER: TDK INTERACTIVE
GENRE: ACTION/ADVENTURE
PLAYERS: 1
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

Animated cut-scenes and backgrounds look lavish. Bosses are colorful and detailed

GAMEPLAY

The levels are really fun —if you can get past the slightly troublesome controls. Stick with it

SOUND

The music is uninspired and simply doesn't add to the game. It's just sort of 'there'. Like us, really

OVERALL

While not the best platformer on the GBA, Lady Sia can hold its own

7.5
OUT OF TEN

Lady Sia takes full advantage of the GBA's power

"Oh, very scary!" Lady Sia is unafraid as she faces a bear in a blond wig armed with a banana

X-MEN: REIGN OF APOCALYPSE

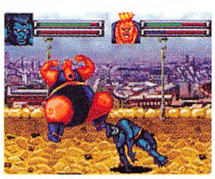
Cyclops, Wolverine, Rogue and Storm are returning from the Mojoverse in the Blackbird when they're sucked into an alternate reality in which Apocalypse has absolute power. This unique twist allowed Digital Eclipse to include many other X-Men characters as enemies as Gambit, Nightcrawler, Cable, Archangel, Psylocke, Colossus, Beast and Bishop serve as minibosses, while traditional foes such as Sabertooth, the Blob, Magneto and Apocalypse end the levels.

After each mission, players can assign points to physical damage dealt, the rate the Rage Attack meter fills or the length of their health bar. Traditional Final Fight AI tactics are present: get caught with an enemy on either side and you're in trouble, but you can lead foes into mines and spikes for an easy kill and even attack them before they're on screen.

Reign of Apocalypse is Final Fight with the X-Men. Adding spice to the game is the ability to juggle any opponent, and the eleven levels to fight in. Not a bad fighting game, and having the X-Men in it doesn't hurt.

Reign of Apocalypse is Final Fight with the X-Men

Each of the X-Men's signature offensive moves are available, including Wolverine's claw attack



The best part of X-Men is the unrealism in the fights

POCKET DATA

PUBLISHER: ACTIVISION
DEVELOPER: DIGITAL ECLIPSE
GENRE: ACTION
PLAYERS: 1-4
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

Player character animations are smooth and detailed but enemy animations are rather clumsy

GAMEPLAY

The gameplay is repetitive, but with a save game feature there's no reason to complain

SOUND

The potential for flamboyant X-Men sound effects and one-liners was overlooked here

OVERALL

Not amazing, but for a side-scrolling beat 'em up it's good, honest fightin' fun

7.0
OUT OF TEN

SPYRO:
SEASON OF ICE

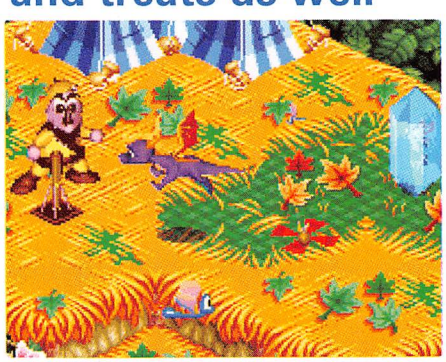
Translating a game like Spyro to the Game Boy Advance is a tricky proposition. Not only is the original Spyro (along with it's sequel, Ripto's Rage) one of the finest fully-3D platformers on the PlayStation, it's one of the only games to actually get 3D platforming right on the console. And unlike Nintendo—whose GBA titles have thus far been ports of exclusively 16-bit games—Digital Eclipse was presented with the hefty task of getting one of the world's more technically advanced 32-bit games onto the Lilliputian wonder.

Good news: They pulled it off.

Taking a similar tact as Vicarious Visions did with their port of THPS2, Digital Eclipse has decided to present the bulk of their game in an isometric, semi-3D perspective. Spyro and his cohorts are impressively detailed and animated sprites, and the Spyro levels are wide, gaping bastions of exploration. Special stages include both overhead shooter-style action and mode-7 dragon racing. Everything looks clean, crisp and overall quite nice.

Well-done.

A 3D adventure gets the 2D treatment... and treats us well



Spyro needs to get his rescue on, restore peace and get raw on Mr. Evil Wizard. All in a day's work...

Dragon racing the way it should be. Minus the bets

POCKET DATA

PUB: UNIVERSAL INTERACTIVE
DEV: DIGITAL ECLIPSE
GENRE: ADVENTURE
PLAYERS: 1
RELEASE DATE: NOV. '01
ESRB RATING: E

POCKET SCORE

GRAPHICS

Solid stuff—clean, crisp models, varied backgrounds and quality animation. 2D does 3D

GAMEPLAY

Although things can get tedious, it's a solid mix of adventuring and action

SOUND

When you can hear it, the music is quite good... although a bit spotty

OVERALL

Probably won't set the world on fire, but Spyro is a good game with many hours of gameplay

8.0
OUT OF TEN

HIGH HEAT MAJOR LEAGUE BASEBALL 2002
3DO's slugger makes the show

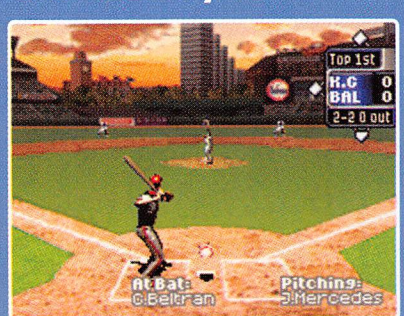
Batting is really well-done in this little slugger. You'll be smacking doubles, triples and line-huggers all over the field in no time flat. The variety of hits is impressive, especially for a hand-held baseball sim.

Pitching is great too, thanks to the diversity of throws (sliders, fastballs, curve balls, etc.) and the ability to target them around the cleanly-drawn home plate. The importance of the batter/pitcher duel was obviously a high priority to the developers—and it shows.

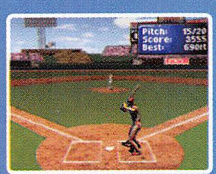
The camera work is top-notch as well. The all-important bat to ball contact is visible for a split second, followed by a decent, wide-panning view of the outfield. While the game is easy enough for beginners, hardcore fans will find plenty to like—accurate rosters and a hefty amount of stats, to name a few.

With the exception of a few missing features, such as the ability to make your players jump and dive for balls, and a two player mode, High Heat 2002 is a very good baseball game.

The best darn baseball game for the GBA yet



No cursor, no problem. Despite the lack of the familiar cross-hairs, hitting feels just right.



Unfortunately, High Heat lacks a two-player mode.

POCKET DATA

PUBLISHER: 3DO
DEVELOPER: MOBIUS
GENRE: SPORTS
PLAYERS: 1
AVAILABLE NOW
ESRB RATING: E

POCKET SCORE

GRAPHICS

The graphics are well done. The sharply detailed players and stadiums really stand out

GAMEPLAY

Hitting and pitching are great, but it'd be nice if you could make players jump and dive

SOUND

The play-by-play is sparse, and the crowd mostly quiet. It needs more "baseball buzz."

OVERALL

Even with its flaws, High Heat 2002 is an entertaining and surprisingly deep sim.

7.5
OUT OF TEN

POCKET GAMES GUIDE TO

GAME

It's been six years since Nintendo launched the N64 and changed the world forever. Mario emerged

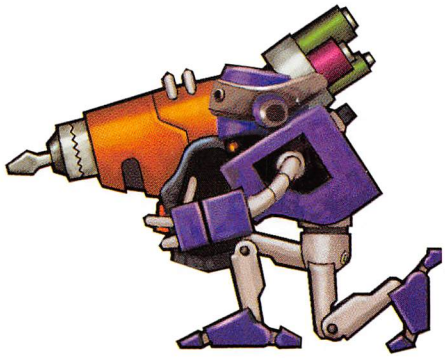
CUBE

in 3D for the first time and with such style, grace and imagination that no developer since (including Nintendo, if you want to be cruel) has been able to better it. Waverace modeled water properly for the first time and that has never been bettered, the alternatives looking soggy by comparison. And Goldeneye made first-person shooters console-friendly, and that too, has arguably never been beat, shaking and most definitely stirring the competition ever since. Nintendo has a way of bringing out the best in games and making pure magic happen on screen, and they're about to do it all over again with a brand new box of tricks.

GameCube is not just the 128bit follow-up to the N64: it's a clever, powerful, games-only box that's designed from the ground-up to be the home to some of the world's most colorful and brilliant imaginations – and their equally brilliant creations. Only on GameCube can you experience the wonders of Mario's ever-expanding world. Only on GameCube can you face off against one of the greatest villains of our time: Ganon. And only on Gamecube can you jump into the cockpit of an X-Wing and barrel down the Death Star trench with the Star Wars theme giving you goosebumps all over. From the tantalizing distant glow of Mario Sunshine and Zelda, to the bright lights of the launch-ready Waverace, Luigi's Mansion and Rogue Leader, to the snug-fit of yet another perfect controller, there's already plenty of magic to go around.

THE SYSTEM

FASTER, STRONGER, LEANER, MEANER



Now do pay attention, 007...this is a state of the art videogames machine, with a formidable array of weapons at its disposal. Study this document carefully and report back. There will be a test...

GEEK OUT WITH OUR GAMECUBE TECH SPECS!

PROCESSOR
MPU ("Microprocessor Unit": IBM Power PC "Gekko"
Clock Frequency: 482MHz
Internal Data Precision: 32-Bit Integer & 64-Bit Floating-point
External Bus Bandwidth: 1.6GB/second(Peak)

GRAPHICS
System LSI "Flipper"
Manufacturing Process: 0.18 microns, NEC Embedded DRAM Process
Clock Frequency: 162MHz
Embedded Frame Buffer: Approx. 2MB
Embedded Texture Cache: Approx. 1MB
Texture Read Bandwidth: 12.8GB/second (Peak)
Main Memory Bandwidth: 3.2GB/second (Peak)
Image Processing Function: Fog, Subpixel Anti-aliasing, HW Light x8, Alpha Blending, Virtual Texture Design, Multi-texture Mapping/Bump/Environment Mapping, MIPMAP, Bilinear Filtering, Real-time Texture Decompression (S3TC)

DISPLAY
Actual Display Capability:
12 million polygons/second (assuming actual game with complexity model, texture, etc.)
System Main Memory: 24MB
A-Memory: 16MB (100MHz DRAM)

SOUND
Sound Processor: Special 16-Bit DSP
Instruction Memory: 8KB RAM + 8KB ROM
Data Memory: 8KB RAM + 4KB ROM
Clock Frequency: 101.25 MHz
Maximum Number of Simultaneously Produced Sounds ADPCM: 64ch

A. POWER BUTTON
If you don't know what this is, we're not going to tell you.

B. RESET BUTTON
Unlike XBOX, GAmeCube comes with an easy reset button for when you want to quickly swap games mid-flight.

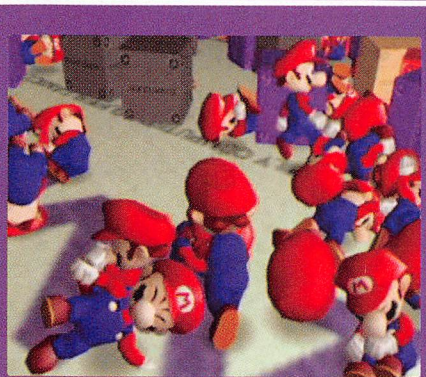
C. OPEN BUTTON
Unlike the PS2 or Xbox, if you open the GameCube lid or remove a disc when the system is trying to access a game, it doesn't screw everything up. It just pauses the action and asks you to re-insert the disc and close the lid. How polite!

D. JOYPAD PORTS
There's four built right in, just like on the N64. This is also where you'll plug in your Game Boy Advance to use as a controller once the GameCube-GBA link cable is released. The wireless Wavebird controler plugs its receiver in here too.

E. MEMORY CARD SLOTS
Where you can plug in your '59 block', 4Mbit memory cards.

F. CARRYING HANDLE
The butt of many jokes around Microsoft and Sony, Nintendo defends the handle as an easy way of transporting your GameCube around the house, over to a friend's, or wherever.

FROM DOLPHIN TO CUBE: A BRIEF HISTORY OF NINTENDO'S NEW BOX



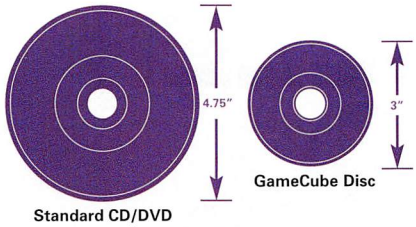
The Gamecube has been in development for at least three years inside highly secret labs deep within Nintendo, and has invloved a number of different software and technology companies and partners. It's been a long, and pretty secretive road to the machine you see before you now. Many Bothans died to bring you this timeline.

SPACEWORLD 1999
Nintendo first announce their follow up to the N64 at Spaceworld in September of 1999, codenamed 'Dolphin'. No designs are forthcoming and no graphics demos are shown at this stage, but technical specs are released and everyone gets very excited. Nintendo pencils in a 'holiday 2000' launch date (yeah, right...) and introduces us to...

GEKKO
A tiny little CPU chip that will be the powerful heart of the Dolphin. Designed and manifactured by IBM, Gekko is clocked at Pentium III 700 speeds. Which is quite fast, and enough to give Sony pause for thought (pundits note that Nintendo has rejected NEC's offer, feeling that the new 'copper chip' technology is the way to go). To take care of the graphics, however, they announce their partnership with...

ARTX
Sticking with the Dolphin theme, Nintendo dubs their graphics processor Flipper. Designed by ArtX (the same lab-coat-sporting boffins that created the N64 chip) Flipper promises next-generation visuals, as well as being able to rescue small boys who may be lost at sea on inflatable rafts. Then the Big N goes a bit quiet until...

GAMECUBE GAME DISC



THe GameCube optical discs are super compact (only 8 cm in diameter), and they hold about 1.5 gigabytes of data. While that's over twice as much storage space as a normal CD, it's about one sixth of the maximum amount a DVD can hold.
It can't play music CDs and it won't play DVD movies either. GameCube is about videogames, and that's all it's about.

A.HIGH SPEED PORT

Don't expect anything to connect here anytime soon, but it's possible somewhere down the line Nintendo could create a massive storage device like a hard drive to hook up here.

B. SERIAL PORT

This is where you'll fit the upcoming 56k Modem or Broadband Adapter to take your GameCube online. Still no word from Nintendo on when that might be...

C. DIGITAL A/V OUT

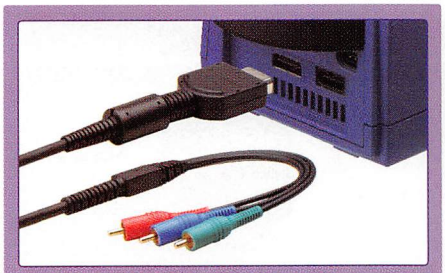
High-end TV owners can spring for the Component Video Cable and get an even sharper image and better color than S-Video. And if the game you're playing and your TV both support it, the GameCube is capable of pumping out a Progressive Scan picture which makes everything look even better.

D. ANALOG A/V OUT

If you have an S-Video cable for your N64, don't pack it away when you retire the system to your closet; the GameCube has the same AV out socket that the N64 (and even the Super Nintendo) had, so it can use the same cord. Never owned an N64? Don't worry, the Cube comes with its own regular AV cables.

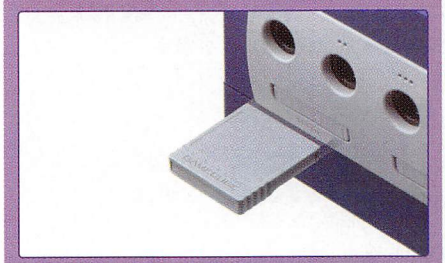
E. POWER IN

The Gamecube power cable plugs into this standard slot.



COMPONENT CABLE

Short of the full-monty HDTV TV, this is the best way to see the GameCube's impressive graphics. The component signal is broken into Red, Green and Blue channels, which guards against blurring and dot-gain. It also doubles as the cable for HDTV. Hands down the best choice for gamers.



MEMORY UNIT

GameCube's memory cards hold 4Mbits of data, and they're cheap at just $15 a piece. The card is divided up into 59 data blocks. Different games require different amounts of blocks to save a game. Luigi's Mansion, for example, uses just three, while Waverace uses 12 per save.

PANASONIC MEMORY UNIT

If the 4Mbits of the standard GameCube memory unit seems a little on the light side, you can always wait for the Panasonic Flash-card, which plugs into a special slave version of the standard unit. It can hold 64Mbits of data (about the same as an N64 game cart).

SPACEWORLD 2000

Shigeru Miyamoto unveils the colorful Gamecube for the first time. Nintendo fires back at Sony with some impressive technical demos, including the '128 Marios', which, not surprisingly, features, er... 128 Marios running about independently. Everyone is left wanting more, but they have to wait until...

E3 2001

Spring 2001 in LA is where Gamecube really comes out with all guns blazing. Sidelining Microsoft's Xbox and PlayStation 2, Nintendo steal the show with Luigi's Mansion, Pikmin and the astoundingly Force-filled Rogue Squadron 2: Rogue Leader. The launch date is set for September 14th in Japan, and November 5th in the USA.

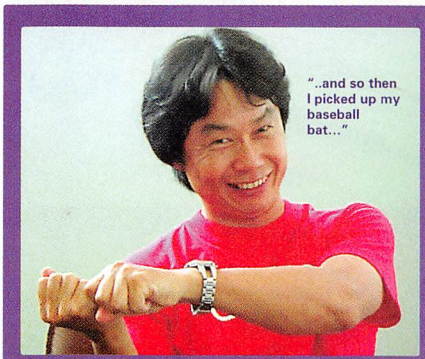
GAMECUBE LAUNCHES IN JAPAN. EDITORS LUNCH IN U.S.

Following right on from Spaceworld 2001, Nintendo releases 450,000 Gamecubes into the Japanese market, with three games: Luigi's Mansion, Waverace and Sega's Super Monkey Ball. They immediately sell 300,000, plus an extra 2 to Pocket Games magazine. The launch is a success, but no Mario...that's just not right.

NOVERMBER 18TH 2001

Yep, they changed the date. Peering into the near future, Pocket Games spies a successful launch for Gamecube in the US, with loads of launch titles. Happy, contented gamers hug their cute little cubes by the fire while Sony and Microsoft curse outside the window, their noses pressed against the glass, turned blue with the cold. The world is, once more, safe for games. Whoo-hoo!

PROFILE



SHIGERU MIYAMOTO

Who?
The genius behind just about everything great that Nintendo has ever done.

So I know his work?
If you've ever played a Mario game, from the original Donkey Kong in 1981 to the latest Super Smash Bros., then you know his work. Add to that all the Zelda games, Starfox titles, Yoshi's Island, Yoshi's Story...the list goes on and on. Miyamoto is Nintendo. Without him they'd be SNK.

SNK?
Don't worry about it.

What's he working on now?
All kinds of great stuff. Pikmin, for one and the new Zelda for Gamecube. He's also keeping a watchful eye on Starfox Adventures and Metroid Prime and in addition to being the head designer, is also the quality-control guy for all Nintendo first-party games. He's famous for forcing developers back to their drawing-boards with 'must do better' comments on their report cards.

Shigeru Miyamoto: Making the world safe for videogames.
Exactly.

So where does he get all his ideas from?
In interviews, Miyamoto has repeatedly mentioned his childhood back-garden as inspiration for all kinds of stuff, from Mario's world, to Link's. His latest game, Pikmin, takes its cue directly from his gardening exploits (which is a lot more exciting than it sounds).

So he's a bit of tree-hugger then.
Kind of. Only in Miyamoto's world, the trees hug you back, chat to you for a while and then drop a magic key.

Uh-huh...
Well, possibly. The point is that in Miyamoto's games, nothing is what it seems, and everything is there for a reason. There's always another level of depth to the gameplay. It's what keeps him at the top of his, and our, game.

THE CONTROLLER

The original N64 controller revolutionized the industry with its analog stick and clever 'camera' 'c' buttons (most useful for first-person shooters like the fabulous GoldenEye). The Gamecube controller is not quite as revolutionary, but it's perfectly formed. Extra GC controllers will sell for $35 in four colors: purple, clear purple (like the GBA transparent color), black, and orange.

RUMBLE
Yup, the controller has the ability to shake, rattle, 'n roll built right in, just like the PlayStation's Dual Shock.

1. ANALOG STICK
Nintendo invented it on the N64 controller.

2. D-PAD
3. START
4. C-STICK
Replaces the C-buttons from the N64 controller. Generally used as a camera control, but doubles up to give the GameCube dual-analog ability.

5. A&B
These are the main buttons you'll be using. The big A button also takes you forward in menus and such (green for go, get it?), and the little red B one takes you back.

6. X&Y BUTTONS
These jelly-bean shaped brothers are used for secondary actions or features like camera control. Hold down X along with B and Start to reset the system.

7. Z-TRIGGER
The button made famous by N64 Zelda's "Z-targetting" lock-on system returns, only now its moved from the back of the controller to up on top here. Its worked well so far with Waverace Bluestorm- where it's used as the turbo button.

8. ANALOG SHOULDER BUTTONS
Indented and curved to hug your fingers, these suckers can be pushed in quite deep until they "click" at the bottom. They're almost like two buttons in one: push on 'em for various degrees of one action (like to accelerate a car), or jam them all the way in until they click to do something else (say, use a turbo boost).

WIRELESS

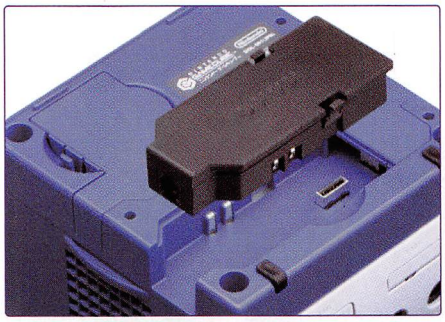
No more tripping over wires, this silvery space-age wireless wonder will make life easier and score you points with the ladies at the same time (maybe). Each Wavebird controller comes with an infared receiver which plugs into a single GCN controller port, which allows for up to four Wavebirds on a single system—or any combination of Wavebirds and standard controllers you may require. These Birds are battery-operated, which means that you should remember to turn them off after use.

The design of the controller (and accompanying infared port) are just as sleek and sexy as the GameCube itself. You know you want one.

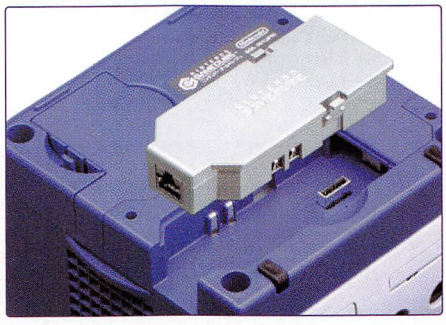
TRUE COLORS

In keeping with the GBA 'many-flavors' color options, Nintendo is releasing a number of differently hued controllers, just in case the standard 'indigo' is not your thing (or clashes with certain elements of your gaming wardrobe).
At recent shows in Japan they have also revealed two new colors for the Gamecube unit itself, to match the controllers: Spice (orange) and Black For the U.S. launch, only Indigo and Black for both the system and controllers have been confirmed.

THE INTERNET CONNECTION



Gamecube has a slot on the bottom for a 56k modem, although it will not include one out of the box. Nintendo has not announced specific plans for Gamecube's online connectivity, but said they will do so when it makes sense to use as a tool in games. It's truly plug 'n' play—just snap it into the bottom and you're ready to go.



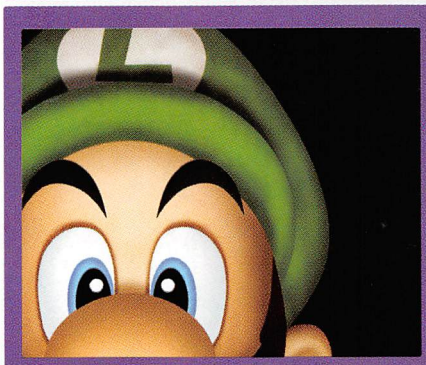
Not to be left in the 20th century, Nintendo has also announced a Broadband Adapter to connect to future "fat pipe" networks such as cable modems and DSL. This allows for high-speed data transmission. The bottom of the system has two other ports—a high-speed parallel and a second serial. Uses for these haven't been specified.

HOOK IT UP

Attach a Game Boy Advance to your GameCube with this cable (price and U.S. release still to be determined) and use your GBA as a unique controller—complete with its own screen to choose weapons, display health or a football playbook, whatever—or trade information between specially designed GC and GBA titles. The example Nintendo gave was designing a texture on a simple GBA paint program, then sending and saving it as part of your GC game. But we're sure the killer app already being worked on for this cable has something to do with those pesky Pokémon critters...

Hook up your GBA and you have a new kind of controller

PROFILE



LUIGI

Who?
Look, let's just say I'm not Mario, okay?

Where have we seen you before?
Where haven't you seen me? Wherever there's a Mario, there's a Luigi! Well, kind of. It was way back in 1983 when I first appeared in Mario Bros. for the NES system. Since then I've done Super Mario Bros. in 1985, Super Mario Bros. 2 in 1987 and Super Mario Bros. 3 in 1989. After that I co-starred in Super Mario World, which launched the SNES in 1991, drove in Super Mario Kart in 1992 and then came back for more karting in Mario Kart 64 in 1997, this time for the N64 console. Then it was more or less non-stop for me, with Mario Party, Mario Golf and Super Smash Bros. in 1999. Big year for me. I had some serious tax problems. 2000 was hectic too, with another Mario Party, and Mario Tennis.

You seem okay with the Mario thing.
What Mario thing?

You know, the Mario thing. The 'always the bridesmaid, never the bride' thing.
I don't know what you mean.

Just that it seems as if you're somewhat in Mario's shadow.
Not at all. I'm very happy with my lot.

You don't ever wish you could be as famous?
No.

Not ever?
No!

Never, ever, ever?
No!! Damn it!

Well, at least there's Luigi's Mansion. You know, we hear they're changing the name to Mario's Mansion in the U.S...

What!!??? I knew it! That selfish, egotistical, ungrateful scumbag! He just can't bare the fact that for once, just once, I'm the star. I'm the star!

Just kidding, Luigi.
What? Oh...very funny...er, could you cut that part? I didn't mean those things I said. I love you, Mario! Eh? Big brother! Heh heh. Ahem...

PROFILE

FOX McCLOUD

Who are you?
Best pilot on Corneria and infamous space-adventurer/mercenary.

Where have we seen you before?
I first appeared in Nintendo's SNES smash-hit Starfox, which some of you may know as 'Starwing', in 1993. The game chronicled my heroic fight to save the Lylat system from the evil baboon emperor Andross, who killed my dad. Presumably by sending a bunch of fat English aristocrats on horses after him with a pack of hounds, but I don't know for sure. I then returned to save the day once again in Starfox 64: The Lylat Wars and was last seen in 1999 biting Mario's ankle and kicking Pikachu squarely in the face in Super Smash Bros.

So you're a talking animal, then?
Yes.

You don't find that odd at all?
Not really. It seems normal to me. It might bother some people.

Are you working right now?
Yes. I'm actually really busy with a couple of new projects. I just got back from Japan, where I starred in the new Super Smash Bros. Melee for Gamecube. I'm also working on Starfox Adventures: Dinosaur Planet. I don't do much flying in this one, but I get to run around a lot and beat people up. It's pretty cool.

What do you think to Gamecube?
It's great. It's really made the world of difference to me. With the extra polygon power I get to have whiskers, which are actually really useful. Honestly, I don't know how I lived without them.

Pet peeves?
Look, I'm not a 'Muppet', okay? Muppets are puppets with someone's hand up their...well, you know. I'm a fox. I wish people would get that straight. Don't get me wrong – some of my best friends are Muppets, but I'm not one, that's all.

Fox McCloud, thank you for your time.
Thank you. Woof.

I WANT MY...

THE GAMES THAT TIME (AND NINTENDO) FORGOT

Looking at our previews in this feature, you'd be forgiven for being totally satisfied. After all, there are over 40 top games in the pipeline, with all your favorites accounted for. Or are they?

PILOTWINGS

AWAITING CLEARANCE FOR TAKE-OFF

Pilotwings 64 was one of the best looking games in the world when it launched in 1996. It still is

The internal Nintendo development team known as EAD created both the original SNES Pilotwings and the breathtaking follow-up, Pilotwings 64 (as well as all of Miyamoto's classics), but they've been very quiet about a Gamecube version thus far.

Pilotwings 64, it's worth noting, is one the most beautiful videogames ever made in terms of visuals. The mind truly boggles at the prospect of what the all-powerful Gamecube, with its Flipper chip might conjure up in future versions. Nintendo like to spread their franchises throughout the lifecycle of their consoles, however, and it wouldn't be at all surprising for them to keep this one in reserve until 2002 or beyond.

PERFECT DARK

WILL RARE'S PERFECT 10 MAKE IT TO GAMECUBE?

When Nintendo wowed the videogames press with their '128 Marios' demo at the Spaceworld 2000 show in Tokyo, they also showed Joanna Dark. No backgrounds, no guns, no corridors. Nothing. Just Joanna Dark, working from the polygonal mesh they had created for the box-art of the original N64 title. As hastily put-together as that was, it proves that Rare is well aware of how important the 'Goldeneye' lineage is to Nintendo, and that they have every intention of continuing it. There was a 'Perfect Dark Zero' link on the Nintendo homepage for a short while, bu it has since vanished, and there's no word of a release date...yet.

Joanna Dark is gearing up for a GameCube adventure

TOP TEN DEVELOPERS

DESIGNING THE GCN FUTURE

10 ACCLAIM: Acclaim was one of the N64's premiere developers, and it looks to be setting up for a renaissance on the Cube. Turok and All Star Baseball were two of the N64's finest third-party games, and they're both getting updated for the new hardware. Just hope they don't take the South Park Rally/ECW Hardcore route...

9 EA SPORTS: While their game library has always been somewhat hit-or-miss, excellent new franchises such as SSX and NBA Street are a must for any console in today's world. And you wouldn't believe how many system-owners buy EA Sports games and nothing else. Translation: it's a good thing Nintendo has Madden and Co. on their side.

8 ACTIVISION: Having established itself as perhaps the top console game publisher in the country, Activision is sitting quite pretty. Oh, and Nintendo likes the mingling of these four words quite a bit: Tony Hawk Game Cube.

7 RARE: Rare carried much of the N64's weight with titles like Goldeneye, Perfect Dark, Conker's Quest and Diddy Kong, and Nintendo will likely lean on them heavily with GCN as well. Star Fox Adventures and Donkey Kong Racing are huge titles, and Kameo looks like it could be a great original title.

6 LUCASARTS: Though their track-record has been a bit spotty over the past few years, Lucasarts looks to be getting its act together rather quickly. With Rogue Leader blowing the mind of nearly everyone who sees it—and Galaxies and Jedi Knight on their way to 'unnamed consoles'—Lucas is quickly climbing atop the heap.

5 RETRO STUDIOS: Nintendo has entrusted one of the biggest sequels of all time to this Austin-based studio, and they've got a lot to prove. With ex-Iguana/ex-iD talent, Retro was designed with the sole purpose of making GameCube games.

TUROK

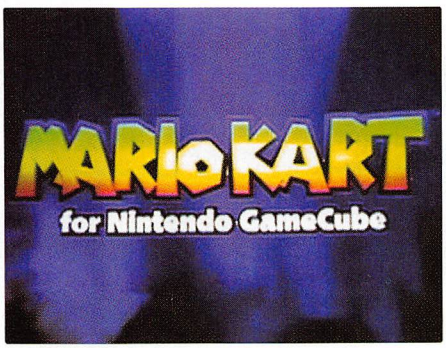
THE DINOSAUR HUNTER WILL RETURN

Austin-based developer Iguana struck chart and gameplay gold with the first Turok for N64, but then squandered the franchise with two sequels – each one worse than the last. The good news for fans is that for the GameCube version, due some time next year, the team are going back to their roots. Less robots, more dinosaurs and 'an epic story set in the war-torn Lost Lands'. Turok Evolution will no doubt look absolutely stunning when it arrives. Iguana pushed the N64 to its limits with their Turok titles for that system, and we fully expect them to do the same again. We'll keep you posted!

"Was that you? Gross!"

MARIO KART

IN DEVELOPMENT, BUT NOT READY FOR THE GRID JUST YET



No in-game footage yet, but a tantalizing glimpse of Mario Kart for GameCube is all we're getting. For now...

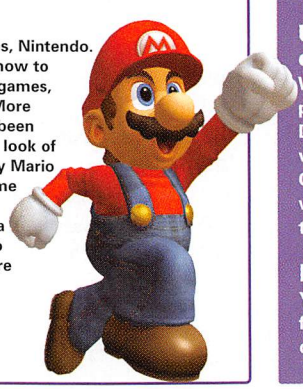
It just wouldn't be right to have a Nintendo system without Mario Kart, and though few details have emerged, the good news is that there will be a GameCube MK. Nintendo showed a teaser video clip of some very basic renderings at this years E3 show in Los Angeles. The movie, which lasted less than a minute, showed Mario and Luigi racing in vastly improved detail to the N64 version, with bump-mapped asphalt and individually animated fingers on their gloved hands. There were, at the time, no backgrounds to speak of and very little detail, but we got the general idea: Mario Kart is coming and it's going to look just great.

4 CAPCOM: Resident Evil, exclusive to GameCube? Yup, it's true. In a world where most big third-part franchises are going multi-platform, Capcom is planting all of its Resident Evil herbs in Nintendo's garden. One of the most important pickups in console history, we can't wait to see what Mikami and company put together.

3 NAMCO: It's nice to be on the good side of the folks that published games like Soul Calibur 2, Ridge Racer and Tekken 4. SC2 and Ridge Racer have been confirmed, and we wouldn't be surprised if Mr. Driller made his way over soon. In fact, we're gonna bet our drill bits that he does.

2 SEGA: Perhaps the only development team which might be mentioned in the same breath as the Big N. Officially out of the console hardware biz, Sega is now in the position to put their games wherever they please. With big names like Yuji Naka and Toshihiro Nagoshi expressing considerable interest in developing for the system, things are looking good. Rumors of a joint gaming venture continue to swirl.

1 NINTENDO: Yes, Nintendo. If anyone knows how to make great videogames, it's Miyamoto and crew. More than a few feathers have been ruffled by the radical new look of Zelda—and the lack of any Mario title at launch has put some off—which means that it might take somewhat of a leap of faith for gamers to entrust their gaming future to Nintendo.



PROFILE

SAMUS ARAN

Who are you?
A journalist's worst nightmare.

Where have we seen you before?
Well, my videogame career began with Metroid for the original NES in '86. It became one of the most beloved titles of its time, and I got to really flip people's lids when I took my helmet off at the end of the game...

What, bad hair day?
Not quite, smart guy. Watching millions of men play through the game thinking they were in control of a male hero, only to realize at the end that they were actually identifying with a bad-ass chick...ah, what a wonderful play on gender politics, don't you think? I wrote about it in my doctoral thesis at Yale.

Yale, eh? We didn't know you were an Ivy Leaguer...
There are quite a few things you don't know about me.

Fair enough. So, what came next then?
Well, I did Super Metroid on the SNES in '94, which got amazing public response. I guess I'd say that was the height of my career...I've also done some cameos for Mario over the years, and I actually did a GameBoy title at one point. [Pauses] Listen honey, I needed the money.

Understood. And what are you currently working on?
Well, I'll be showing up as one of the playable characters in Super Smash Bros. DX, and then I'm getting another star vehicle of my own in Metroid Prime for GameCube. My skills are a bit rusty, but the world loves a good comeback story. Well, that's what my agent told me anyway.

Pet peeves?
Yeah, those fanboys who are constantly flooding my Hotmail inbox with questions concerning my marital status.

THE GAMES

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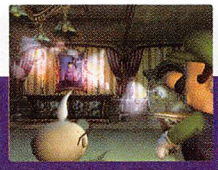
83 NBA 2K
83 NBA Courtside
83 Animal Forest
83 Spy Hunter
83 Eternal Darkness
84 SSX Tricky
84 Soul Calibur 2
84 NBA Street
84 Extreme G3
84 Quarterback Club
84 Phantasy Star Online 2
85 Mickey
85 Ravenblade
85 Rune
85 Donkey Kong Racing
85 NHL Hitz
85 Doshin The Giant



LUIGI'S MANSION

WE GHOST-BUST THE GAMECUBE'S FIRST SHOWCASE TITLE - STRAIGHT FROM JAPAN

When the GameCube launches in the U.S. on November 18, 2001, it will do so without the assistance of Mario, who is planning on making his GCN debut (Mario Sunshine) sometime during the summer of 2002. In his place, jumping into the limelight for the first time, is Mario's brother Luigi, who bears the responsibility of carrying the GameCube forth in the next-generation console wars. Is the little green plumber up to the challenge? From the evidence at hand it seems the answer is most definitely "yes."

The plot is as simple as they come: Having just inherited a mansion, Luigi sets off to claim his newly acquired domicile, which is secluded deep in the woods. Upon his arrival, he discovers that the building is haunted (there's always a catch isn't there?), and via happy circumstance bumps into a scientist/professor on the premises attempting to capture the pesky poltergeists. Since the professor himself lacks the strength to round up the spooks, he offers his the use of his inventions to the able-bodied Luigi. Our hero accepts the professor's generous offer and sets off to rid the mansion of its unwanted guests.

From the moment you take control of the freshly equipped Luigi you'll notice the humble selection of "weapons" at his disposal. Armed with just a vacuum cleaner and a flashlight, Luigi does not paint the typical picture of a modern day Ghostbuster. Rather, the game reminds us of the early days of video games, when a simple premise and stellar gameplay were all that was needed to keep idle hands busy for hours on end.

To rid the house of ghouls, Luigi must simply whack any ghost that approaches him with a beam of light, which frightens them, exposing their "heart," which can be vacuumed up. Each ghost's heart has a set certain number of points, with mere spooks having 10-20 points and big bosses having up to 500. No ghost enjoys being caught and so they try and scramble away, turning every attempt at capturing one into a virtual fishing match. Your best bet is to pull in the opposite direction in which they are trying to escape. Occasionally the ghost will manage to escape the pull of the vacuum or Luigi will trip on an item that the ghost drops in defense (banana peels, shrink balls, etc.).

Every now and again Luigi runs into special mini-bosses that require special strategy to defeat. For example, early on in the game, in a small library replete with fireplace and reading desk, a rather distinguished-looking ghost gently sways

(Above) Luigi looks terrified, and well he should be. That innocuous (and beautifully lit) chandelier has a mind of its own and comes crashing down on the poor apprentice plumber's head at the first opportunity

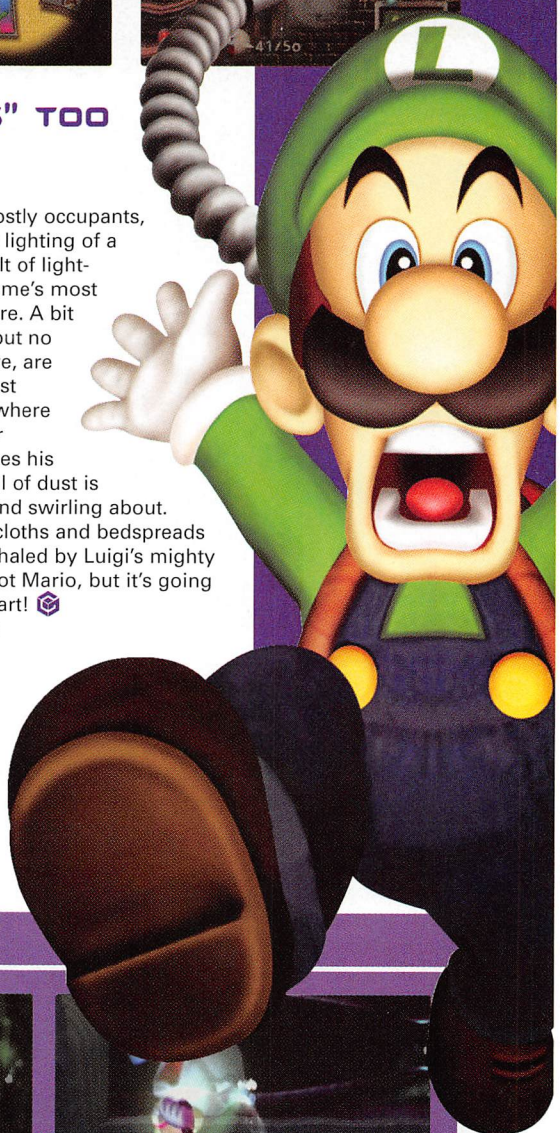
AT NO POINT IN THE GAME ARE THE "PUZZLES" TOO CLEVER FOR THEIR OWN GOOD.

back and forth in a rocking chair, apparently unconcerned with Luigi's sudden appearance. The problem is that the ghost disappears every time Luigi turns to face him. Since ghosts can only be zapped with the flashlight while they are visible, how exactly does one manage to get this cheeky fellow to leave himself vulnerable? The trick is to turn away from the ghost, and turn off the flashlight (done by pressing and holding down the B-button) until the ghost tires of reading and yawns. At that moment, Luigi can turn around and lay the whammy on the ghost by switching the flashlight back on. At this point the ghost's heart appears, and it's vacuum time again! As the game progresses, you'll run into more and more ghosts requiring special attention like this, and that is where the meat of the gameplay lies. At no point in the game are the "puzzles" too clever for their own good. Although there is a slight learning curve, even the most inexperienced gamer should be able to solve these problems with a little thought.

Of course, there are times when your vacuum is more than just a vacuum. At various points in the game, Luigi will find three emblems (fire, water, and 'freeze'), and with them he will be able to use his vacuum as a flame-thrower, a garden hose or a freeze-gun. While you're at it, closer inspection of virtually anything in the house (vases, dressers, ovens, toilets, cabinets, etc.) will usually offer up a replenishing heart, or money (in coin, paper, pearl, gem and gold brick form), which makes it worth your while to do a thorough search.

As the first adventure game for Nintendo's GameCube, it falls to Luigi's Mansion to provide a visual showcase for the hardware's abilities, and boy does it ever! A virtual buffet table of special effects, Luigi Mansion does things never before seen in a video game. Dramatic lighting, whether it be the light and shadows cast by Luigi's flashlight, the soft glow of candlelight, the eerie luminescence provided by the mansion's ghostly occupants, or the sudden lighting of a room via a bolt of lightning, is the game's most effective feature. A bit more subtle, but no less impressive, are the game's dust effects. Everywhere Luigi walks, or anytime he uses his vacuum, a trail of dust is sure to be found swirling about. Posters, tablecloths and bedspreads can also be inhaled by Luigi's mighty vacuum, It's not Mario, but it's going to be a fine start!

James Mielke

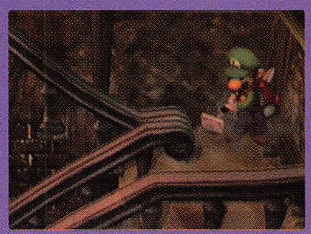


GOTTA CATCH'EM ALL

Despite the ectoplasmic nature of his adversaries, Luigi doesn't require a Proton Gun or Bill Murray to catch his prey. Nope, a flashlight and a vacuum cleaner will do in a pinch. However, in a fashion similar to his Ghostbusters counterparts, Luigi does "process" the ghosts that he's captured. By pumping them into special machinery created by the vertically-challenged professor, the bosses and mini-bosses that are fed into this contraption are homogenized, pasteurized and pressed into paintings of their former selves, suitable for framing. There are 23 in total, and each has their own unique puzzle to solve if you're to bag'em. Can you catch them all?

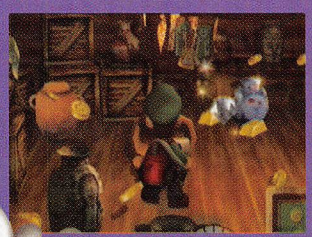
SHAKE IT

Enhancing the elements of discovery in the game are the hidden treasures scattered throughout the mansion. Gaining an "A" ranking in the game requires that you finish with over $100, 000, 000. Gathering this much money takes work though, and you'll have to maximize your opportunities in order to collect that much. Watering plants with your vacuum (once you've found the appropriate water emblem) will usually score you some gems, while vacuuming books, chandeliers and vases will occasionally result in a cash explosion, literally.

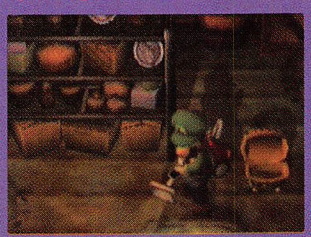


Suck it up! Luigi kicks up a lot of dust in his new abode

Turn the vacuum to 'blow' and rustle up some gems and cash



The attic rooms: looks innocent enough, but watch out...



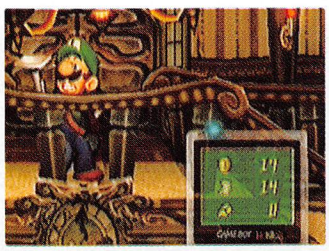
Aim Luigi's vacuum everywhere, you never know what may turn up

GAME BOY HORROR

Game Boy Horror" is much more than an industry in-joke. Effectively a Game Boy Color outfitted to perform some impressive functions, the GBH is Luigi's main form of communication with the professor, courtesy of its audio/video capabilities. It also enables him to view the mansion's layout via a Resident Evil-style map interface and it provides the gamer with the ability to view the surroundings in a first-person perspective. If only the Game Boy Color did that in real life, we'd know when our ghostly corporate paymasters were lurking near our desks...

The first-person camera mode in action

Game Boy Horror doing its GPS thing. It doubles as a cool 3D map.



The interior detail is impressive...makes you want to clean up!

Game Boy Horror also keeps track of your valuables, like this blue gem

MAGIC MIRRORS

You want to save your progress, but getting back to Toad (the little mushroom-head located at entrance of the building), who is your save-point, is a pain in the butt. Look around for the nearest mirror, switch to first-person mode, and click the A-button. This will warp you back to the beginning, and the save point!

1. Surprise! We thought about not running this screen due to the spoiler nature of its content. But then we decided it was just too cool not to show. Bowser can be found somewhere in Luigi's Mansion! 2. Get the ghosts, grab a key. 3. "Who you gonna-a-call-a, eh? Ghost-a-buster!" Luigi gets into his house-cleaning. 4. This is the bit where the audience shouts, "behind you!" shortly before the ghost eats his head (kidding, kids).5. Luigi rocks the horse and reveals...

THE FINE PRINT

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
GENRE: ACTION
GHOST: FACE KILLAH
ETA: LAUNCH

FIRST IMPRESSIONS

+ Great graphics, easy to get into, and loaded with secrets

- A little linear at times and repetitive

Luigi gives a fine performance here, in the Japanese import of Luigi's Mansion. It's not Mario, though...

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

AND NOW, YOUNG JEDI, YOU MUST LEAD

Over the past several months, a great deal of hype has been generated concerning Rogue Leader, LucasArts' most recent interactive foray into the crowded Star Wars universe. As the first title to truly show off the GameCube hardware's capacity for rendering "realistic" worlds (read: those without moustached Italian plumbers and/or battalions of marching turnips), the game has given Nintendo faithful something to impress even those who keep back-issues of PC Buyer under their pillows at night. Our recent trip to LucasArts' headquarters clarified that, beyond the shadow of an Xbox, the technology concealed within Nintendo's innocuous little purple cube is indeed something to be reckoned with.

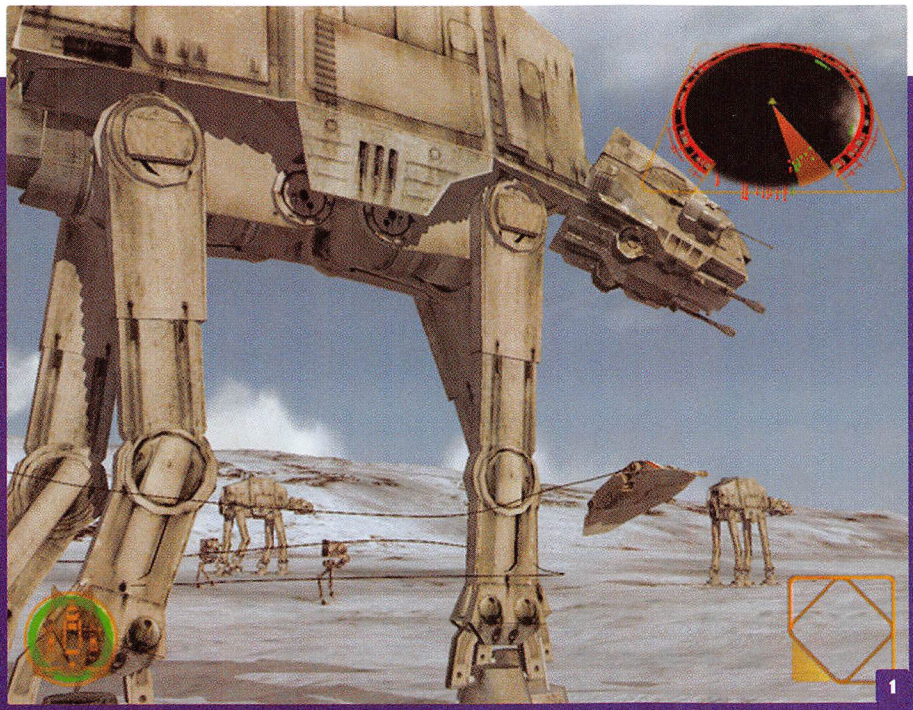
Oh, and that Rogue Leader is going to bring thousands upon thousands of grown men to quivering, teary-eyed heaps of nostalgia come November.

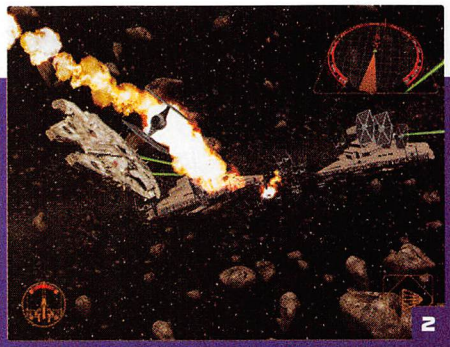
Hidden amidst a sea of high-tech corporate enterprises in the heart of beautiful Marin County, LucasArts is kept carefully concealed from the burgeoning population of Star Wars-aholics, for whom the building would no doubt be the drunkard's equivalent of a dark, dingy, smoky hole-in-the-wall where the beer flows like water and costs thrice what it should. After browsing through an assortment of classic movie posters and blatant THX propaganda scattered about the lobby, we are escorted behind the scenes by a friendly imperial droid.

Sitting down with the game's producer, Brent Tosti (as in, like, the way you feel when it's snowing outside and you're sitting in front of a fireplace with a mug of hot chocolate and a new Star Wars videogame), we're given some insight. "The GameCube hardware is just amazing," Tosti grins. "Finally, we can do what we want to do with the series." Indeed, Rogue Leader is more of a progression than a complete re-thinking; like many great game sequels, this game is a highly polished, nearly perfected vision of the experience we've been waiting for. Remember how every time you finish watching Star Wars, you frantically search the Internet for job postings that say "Wanted: X-Wing Pilot?" Well stop it, because no such job exists.

The game takes players through eleven missions (and four bonus levels), all of which stay consistent with the universe and story arcs George Lucas imagined so many moons ago. "We're following the plots of the movies... gently. We're trying to keep within the whole structure by implementing a mix of what actually happened and what could have happened, within the context of the movies and the radio dramas." [The movies and the radio dramas were penned by Mr. Lucas himself, whereas the out-sourced series of books, as Tosti points out, "cannot be considered part of the cannon." The result plays like a "Best Star Wars Action Sequence" highlight reel, including Death Star trench runs, defending Rebel forces on Hoth and picking off Tie Fighters from the Millennium Falcon's gun turret. These missions are held together by a series of cinematic cut scenes which show off the game's engine to stunning effect.

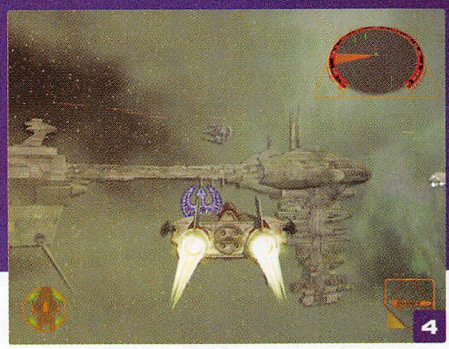
Speaking of Rogue Leader's engine: wow it's hot. Console technology, it seems, has finally come to a point where it can faithfully reproduce the visuals which Hollywood has posited to represent our interplanetary future—and





ON THE STICK

One cool thing about playing Rogue Leader on the GameCube is just how well-suited the controller is to the game's futuristic, flight-based gameplay. The analog stick is extremely tight, and the button layout—especially the large, green A-button with which to fire your lasers—is excellent. The second analog stick can is used for looking around from your character's perspective, and the 'digital lock' (whereby the analog triggers digitally hit ground zero when fully depressed) makes things feel ultra-realistic. Oh, and the digital pad controls your wingmates' actions (see upper-left corner of screen). Just forget, for a moment, that it's purple.



1. The tripping-up-the-AT-ATs-on-Hoth level returns from Rogue Squadron, only this time it's a whole lot more real. You'll actually need to put on a jacket, we're told. 2. The only thing better than fireworks is watching a Tie-Fighter spin to its fiery demise in the depths of space. Sigh. 3. Yes, you can actually fly down and weave through every single one of those structures down there. No, we're not lying. 4. Fly through the Rebel icon to switch ships mid-level. (Okay, that's a bit clumsy, but we forgive 'em.)

PREPARE TO HAVE YOUR FRIENDS—EVEN THE ONES WHO HAVE ALWAYS CLAIMED TO DESPISE VIDEOGAMES—WATCHING OVER YOUR SHOULDER FOR HOURS AT A TIME

what better Hollywood emblem with which to demonstrate this reality than Star Wars? (Which, of course, chooses to posit this future as our distant past.) Rogue Leader makes subtle use of multiple texture layering (eight passes per polygonal surface), real-time reflection effects, and stunningly realized dirt mapping/ bump mapping/nosehair mapping (Okay, okay…the nosehairs are just sprites). The engine manages more visual chicanery than almost any videogame we've seen to date, and yet manages to maintain a rock-steady sixty frames per second. Everything in the game is geometry, down to the decks on the huge Star Destroyers and the spires coming from the decks of the Death Star. Prepare to have your friends—even the ones who have always claimed to despise videogames—watching over your shoulder for hours at a time. Just make sure to remind them not to drool on your shirt.

Interestingly, Factor 5 has played a key role in helping to create the sound design tools for GameCube (code-named MusyX), and Rogue Leader is quite the forum in which to demonstrate them. Everything—from John Williams' original score to the hissing of Tie Fighters racing across your tail—are presented in DVD-quality sound, and mixed with MIDI compositions to keep things on the interactive tip. A.I. has been tweaked to the point where Tie Fighters will break from formation to come get your pesky butt, and Rebel wingmen will either request your orders or show you the ropes, depending on how well you're doing ("dynamic difficulty adjustment," in developer-speak). Along with virtually no load times, an awesome pull-down targeting system and full HDTV support (sweeeeet), Rogue Leader grabs you by the throat and straps you down. Now stay put.

Evan Shamoon

THE FINE PRINT

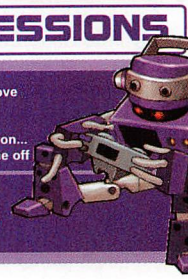
PUBLISHER: LUCASARTS
DEVELOPER: LUCASARTS
GENRE: ACTION
BLOWING: THINGS UP
ETA: LAUNCH (NOT SOON ENOUGH)

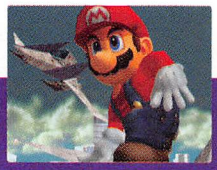
FIRST IMPRESSIONS

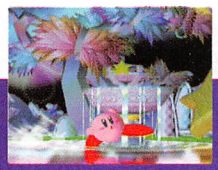
\+ Ooooh boy are you gonna groove on this one. Simply gorgeous.

\- If you didn't like Rogue Squadron... well, you can still show this one off

You know you want it, and nothing we can can quell the hype that has been building inside you all year. So we say: Keep wanting it.







GET SMASHED

Initially ignored by many gamers on account of its "kiddie" appearance, Super Smash Brothers on the N64 was the kind of game that seemed really basic when you first picked it up—but revealed layer upon layer of goodness the more time you spent with it. (Not at all like an onion, then.) With the amusing paradox of cutesy, cartooney characters viciously kicking the living daylights out of each other, Smash Brothers quickly established itself as the quintessential multiplayer fighting game on the console.

And now it's back, gracing the lovely little GameCube. Forgive us for reveling in violent behavior, but this is a game, and a game that does what it does fantastically well. Unfairly criticized as nothing more than a prettier version of the N64 game, Super Smash Brothers Melee does, in fact, come with plenty of bells and whistles that will tangibly improve things. For starters, in multi-player—the meat of the game—there have been some very cool additions. Versus mode now has many more options, with four-player melee action, a tournament mode to allow more than four players to compete, and the "Custom" section...which lets players mess with everything from stages, damage counts and handicapping to basically create their own unique combat environment.

Okay, so it's just as easy to come to grips with as the first game, but naturally there's a whole host of new characters and levels. Bowser, Ness, Princess Peach and the odd twin Ice Climbers make their debuts, with other hidden characters waiting to be unlocked.

The stage design isn't massively improved, but the locations are a bit more dynamic this time around. One example—most recently playable at Spaceworld —was a track set in the F-Zero universe, fought on moving platforms with the F-Zero vehicles screaming by underneath. Analog control has now been added to the fray as well, as attacks vary depending on how hard one pummels the analog buttons on the GCN controller: quick taps will slowly bore your opponents to death, while heroic pounding should finish them off in a snap.

The single player experience has also grown up. The limited, boxed-in areas are gone, and in their place are proper levels to work your way through, side-scrolling adventure style, ending in excellent face-offs with the level's boss character. Naturally, there are tons of new items to thwack your friends with, and other hidden stuff...but we wouldn't tell you what it all was even if we knew. You want us to leave you some surprises, don't you? No? Oh, sorry.

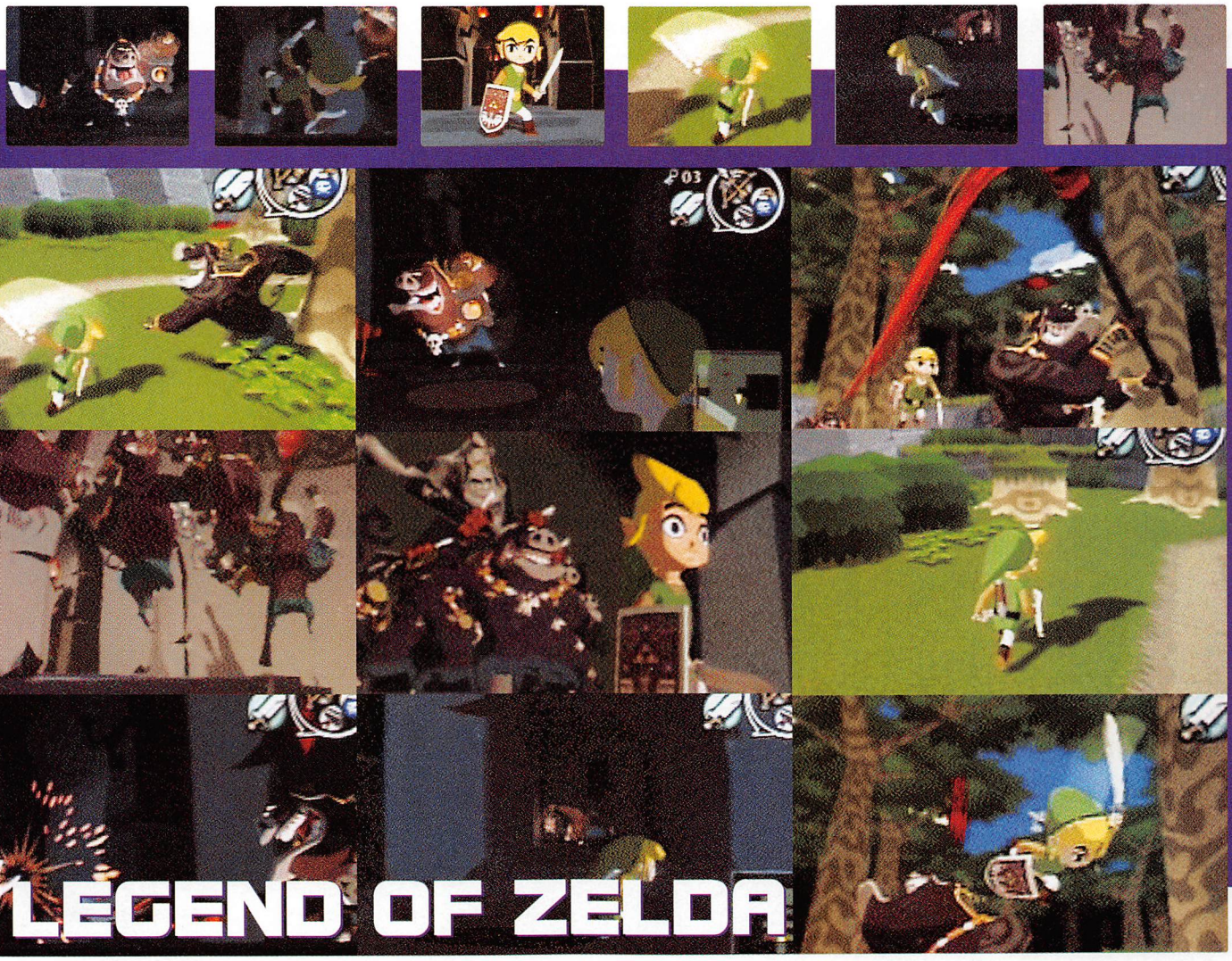
Max Everingham

Characters have new moves, the most noticeable of which are the defensive maneuvers; side steps, blocks and all sorts of special deflection moves are now possible. There's also a sort of "wealth accumulation" feature, where players earn coins as they thrash their opponents senseless. The coins can be used later to unlock, or "buy" 3D images of the combatants.

We've got dibs on Samus

THE FINE PRINT

PUBLISHER: NINTENDO
DEVELOPER: HAL LABORATORY
GENRE: FIGHTING
8 BILLION FANS: NOT WRONG
ETA: DECEMBER 3, 2001



LEGEND OF ZELDA

"ONE MAGNUM OPUS, HOLD THE MAYO"

Virtually without fail, word of a new Zelda adventure presents a somewhat unfamiliar sensation for those who discover its existence. It's a bizarre conjunction of emotions, whereby fervent enthusiasm is undercut by curiously cautious apprehension; you simply cannot ignore the near-pious dedication which the game will undoubtedly require. It's not unlike the emotion you might feel at, say, the proposition of a new girlfriend: Sure she's cool, beautiful and loads smarter than you'll ever be—but going steady really is a huge time-suck. Fortunately for those of us without girlfriends or even the vague proposition thereof *(*ahem*cough*wheeze*—Ed.)*, that does not even resemble a problem.

At last year's Spaceworld, just after their first official unveiling of the GameCube hardware, Nintendo showed several seconds of video involving Link in an epic, swashbuckling swordfight with a suitably ill-tempered Ganondorf. The video exposed a grown-up Link who, with furrowed brow and broad shoulders, looked decidedly more mature than the Links of yesteryear. He had fully articulated fingers, vengeful eyes and a salty disposition that screamed something along the lines of: "Wut? Wut?! Don't step to this, suckas."

Apparently, however, the world wasn't ready for what Mr. Miyamoto had on hand at this year's Spaceworld press conference. After a brief introduction, he revealed a minute-long trailer which simultaneously stole the breath from the nearly 400 journalists on hand. This year's incarnation represents a complete departure from what was shown a year ago, combining the artistic sensibilities of both Hayao Miyazaki (Princess Mononoke, My Neighbor Tottoro) and Walt Disney (Sorcerer's Apprentice, a few others). Undeniably younger and more cartooney, the alteration was drastic and, depending on your perception, either extraordinary or extraordinarily disappointing. Although one could almost hear the typing of inflamed fanboys on their message boards around the world, we were ourselves absolutely dazzled by the demonstration. The in-game engine was (buzzword alert) an 'interactive cartoon' in the truest sense, sporting an amazing 3D-ification of traditional cel-animation in a way the world has never before seen.

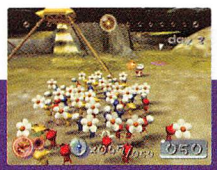
From the brief video, gameplay appeared similar to that of its two N64 predecessors, sporting the same Z-targeting and free-roaming 3D gameplay, all set to a pretty fresh remix of the classic theme music. While details are scarce, we will no doubt be holding our collective breath until Nintendo's guaranteed release date of "before Christmas 2002." Ongh.

Evan Shamoon

Here are a series of shots taken from the Spaceworld 2001 trailer. One sequence (see top-middle screen) shows Link in Metal Gear Solid-style stealth mode, while another demonstrates what appears to be a highly-interactive 3D getaway scene. It's all real-time, and it's all absolutely dripping with style. We'll take two, thanks

THE FINE PRINT

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
GENRE: ACTION RPG
WAITING A FULL YEAR: PAIN
ETA: CHRISTMAS 2002



PIKMIN

FLOWER POWER

There's nothing that chills the heart of console gamers more quickly than the prospect of a real-time strategy game. It's one step away from pen and paper role-playing with guys named 'Tarquin' and should be avoided like the plague. But leave it to Nintendo to make strategy safe for consoles.

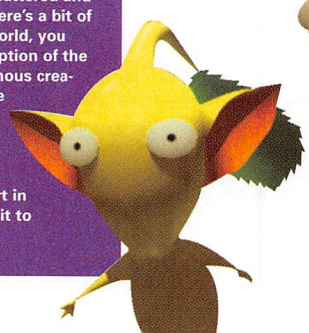
Genius Nintendo game designer, Shigeru Miyamoto, describes Pikmin as an "inventive life simulation and action strategy title." Which, believe it or not, is actually the short version. There's an awful lot to say about this deceptively simple looking game. Like Mario and Zelda before it, the colorful and cartoon-like surface of this Gamecube title masks depths of gameplay that will certainly swallow large chunks of your life—whole. Lucky for you, we don't have lives (well, Evan doesn't, anyway), and have no problem with them being swallowed, whole or otherwise, in pursuit of bringing you up to date on Miyamoto's latest, greatest, creation.

Simon Cox

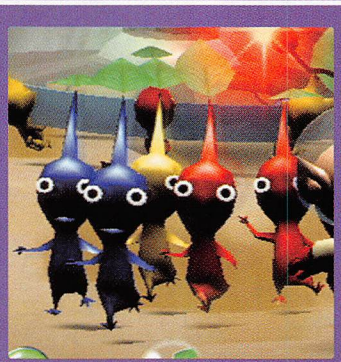
THE HERO

One minute you're gliding through the galaxy in your spiffy spaceship, humming the Starfox theme tune and doing cool-looking barrel-rolls, the next minute you get a bit too close to a comet and crash land on a planet full of little colored men with flowers on their heads. Fox McCloud would laugh his hind-legs off. Turns out the planet's atmosphere is toxic to you and you have to keep your spacesuit on at all times. Following the impact, your spaceship has been scattered and to make matters worse, there's a bit of a scale problem. On this world, you are tiny and, with the exception of the friendly Pikmin, the indigenous creatures are hostile. And some have big teeth. To add a little pressure to the proceedings, you've also got a limited amount of life-support in your suit and a time limit to complete the game.

(Above) Pikmin have strength in numbers, but if they bite off more than they can chew, things get a little...fatal, very quickly. Almost everything that walks seems to find Pikmin the perfect snack. It's up to you to help the little dudes win their battles with as few casualties as possible



THE PIKMIN:

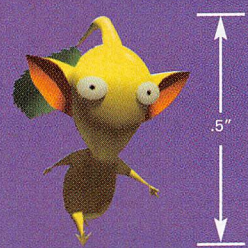


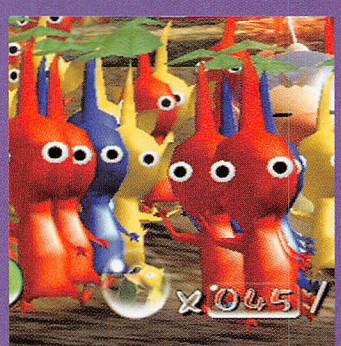
Who are those weird little guys?

They're the Pikmin. They grow like plants in the ground, and you can pick them- like picking a flower - and they will befriend you and do your bidding. They can knock down walls, build bridges and attack enemies. Their main task is to help you find the missing pieces of your spaceship so that you can leave the planet. Their help is conditional, though. They have problems and predators of their own, and if you help them, they'll help you.

Are they as small as they look?

Yep. So are you. Miyamoto was inspired to design this game after watching industrious ants in his new back garden (Presumably, shortly before pouring boiling water over the little critters and laughing maniacally).



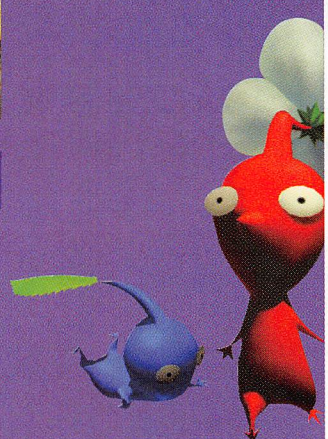


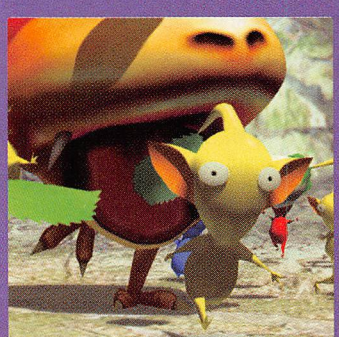
Why are all these guys different colors?

Each color represents a different skill-set. It's a bit early to tell you, but it wouldn't be at all surprising if they fell into "builder," "attacker" and "collector" roles. We don't know the specifics just yet.

Why do some have leaves on their heads and others flowers?

Why do weird old guys rant on street corners? Er...anyway:The Pikmin have bases with little lamps. New Pikmin grow beneath the lamp from seeds. The longer you let them grow, the more mature they become. If you pick them early, they just have a leaf on their head, and if you let them mature, they grow a bud and then a flower. The more mature the Pikmin, the better they are at performing their duties.





What happens when they die?

Being a Pikmin is no Pik-nic *(Groan - Ed)*. They can be easily crushed, drowned or eaten by any number of threats on the planet. Their strength lies in numbers. You can control from 1 to 100 Pikmin at a time, but you will lose many as you progress. Luckily, there's a way to grow new ones. Each time you complete an objective you receive a colored block with a number value consistent with the difficulty of the task. Drag these blocks back to a base camp and use them as seed pods to grow new Pikmin.

CONTROLLING THE PIKMIN

Blow your handy whistle and the Pikmin will group around awaiting instructions. Just point a target in the direction you want them to go using the GameCube C stick. You can pick them up and throw them, one at a time, by pressing the B button. Once you've thrown them, they're no longer under your direct control, but instead focus their energies on the task in hand- attacking enemies, destroying walls or guarding bases (among other things). This is handy, because you can then go off and grab another bunch of Pikmin to do the next job without waiting for the others to finish. Once they've finished, you can either whistle or press the A button to recall your troops. The controller, though, works like this:

- The longer you press the wider your Pikmin control 'net' becomes
- Call Pikmin with the B button. Also used to throw them!
- Use the Y button to tell the Pikmin to stand still and await instructions
- Once they've finished, you can either whistle or press the A button troops.
- L and R buttons control the camera. R zooms in and out. R centers it
- The C stick controls the Pikmin

THE WORLD

Planet Pikmin is a varied world with real-time day and night cycles (with different creatures out at different times) and all kinds of flora and fauna to interact with, or just admire. Thanks to the Gamecube's 6:1 texture compression, the textures are amazing - virtually photorealistic. Dust kicks up as the Pikmin march, monsters that pop up from the ground throw off dirt particles and leaves blow gently in the wind. The environment is huge and when we played this game at the Spaceworld show in Japan we ran into no "artificial walls" at all.

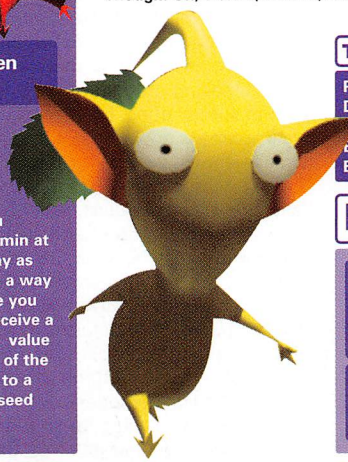
Food is dragged back to base and used to feed hungry Pikmin

A Pikmin base camp. The lights you see help grow new Pikmin from seeds

This stork-type bird looks friendly enough. Oh, wait...(munch!). Aaaaaargh!

ENEMIES

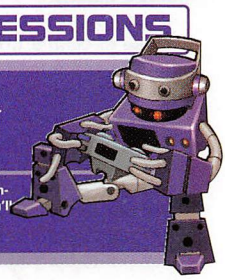
We know we've seen only a fraction of the enemies in Pikmin. They vary widely, from weird birds (left), to frog/mushroom hybrids and hulking spider-like monstrosities that blast rocks out of their mouths. Finding ways to defeat these creatures is critical, and involves a lot of strategy. You'll need to plan your attacks (attack from behind and in sufficient numbers to secure a victory).



THE FINE PRINT

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
GENRE: STRATEGY
BULBOUS: EYES
ETA: DECEMBER 2001

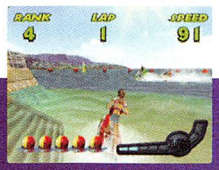
FIRST IMPRESSIONS

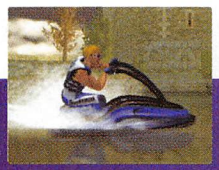
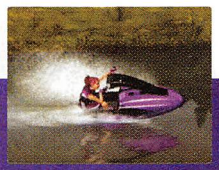


\+ Easy to control, open-ended gameplay, huge environments.

\- Strategy not everyone's bag. Could be tricky at first.

With lush environments, simple controls, and deep, deep gameplay, you'll be glued to your little fellas for weeks! *(Yuk!- Ed)*



GET WET

When Nintendo 64 was unleashed upon a ravenous public in 1996, the original Waverace was overshadowed by another launch title—one which involved a squat Italian plumber and a whole lot of bouncing, climbing, and other assorted 3D hijinks. Time has since told the entire tale, however; of all the games released on N64 over the years, Waverace clearly glistens alongside its moustached counterpart as one of the system's crown jewels. From its stunning water effects to an original spin on racing-genre gameplay, the grace with which it has aged is indeed a testament to the game's quality.

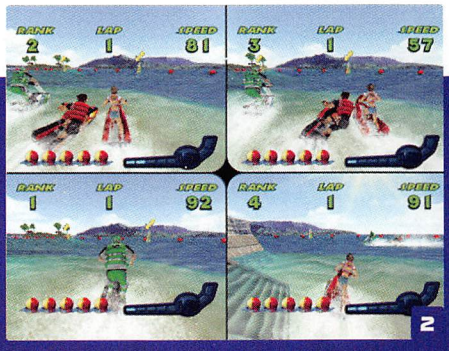
Fast-forward to September 2001, and the release of GameCube. Realizing that there's a time and place to "rock the boat," Nintendo has decided not to "make waves" by releasing a safe, conservative update of an already-proven formula. Developed in Seattle by NST and overseen by Shigeru Miyamoto, the game at first glance appears to be little more than a graphical overhaul—with some new tricks, courses, shortcuts and a turbo button thrown into the mix. Fortunately, these seemingly minor additions in fact breathe new life into an already magnificent game, deepening the gameplay and providing countless hours of hydroponic entertainment.

Yet again, one cannot help but gawk at the visuals Nintendo has managed to churn out of their shiny new console. While the characters are themselves decidedly ho-hum, once you see how good the water looks...well, you'll think to yourself, "Wow, that water looks really good." Making prodigious use of the console's built-in special effect functionality, the entire water-scape is environment-mapped—reflecting the shores, vegetation, clouds, jet-skiers and everything else surrounding it. These reflection maps undulate, break and billow with the changing tides, and all of this blends with the surfaces beneath the transparent water. Additionally, when your jet-ski crashes into an unfortunate wave which has crossed your path, the wave deforms in real-time and breaks in the appropriate shape and direction. The whole effect is nothing short of stunning, and in 480p HDTV mode—sweet mother mercy, you'll be calling up your great grandma in Madagascar and sayin', "Yo, Gramma, you GOTS to check out these water effects in Wave Race! This joint is hot!" For reals, though.

All of the original tracks have been retailored, with new shortcuts, jumps and turns thrown into the mix. Some new courses have been created as well such as, err, "Ethnic Lagoon" (see BOXOUT). The addition of turbo boosts (obtained by slaloming through buoys and/or pulling tricks) heats things up nicely, as do the varied weather conditions; racing through Dolphin Park on a clear day is a far different experience from roughing it through a swirling tsunami. These weather effects can change throughout a single race, forcing players to adjust their approach on the fly: Skimming briskly around a pristine course—and then suddenly being tossed around by huge whitecaps while raindrops pound mercilessly against the screen—is a truly breathtaking experience. The height and force of the waves change dynamically, and everything is grounded in spot-on physics.

Controls have been significantly fleshed out, gaining intricacy and freedom while retaining the effortless simplicity which made the first game such a pleasure to play. A wide

1



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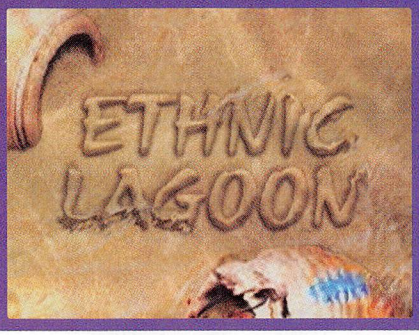


WAVE RACE-ISM

Okay, not really—but we thought that was a clever pun for the title of this boxout. We also thought it funny that the Japanese version of the game has a course entitled "Ethnic Lagoon," which actually has nothing remarkably "ethnic" about it, save for some beaches and clear water. We'd bet dollars to pesos that it gets changed for the U.S. release.

1. Notice how your racer looks back at the chump who she just left in her wake, as if to say, "Eat it." 2.Four-player split-screen shows absolutely no loss in either resolution or framerate...and we can't figure out how they pulled it off. 3. Okay, we'll give you three guesses as to what you should do when approaching a floating ring in a racing game: (a) go around it, (b) go through it, or (c) stop dead in the water

UNDENIABLY THE FINEST RACER ON NO WHEELS, AND YET ANOTHER EXAMPLE OF NINTENDO'S MARK OF QUALITY

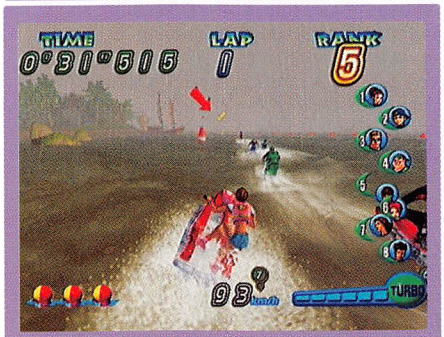
assortment of tricks and stunts are available, allowing for some hot combinations and serving to keep things as action-packed as you want them to be. Music is a bit spotty, with a few great tracks and a few ear farts. Fortunately, an assortment of irritating commentators say things like, "You'll have to do better than that!" but you can toggle their traps shut. Also worthy of mention is the game's impressive split-screen mode, which allows up to four players to go at it at once without compromising either framerate or draw distance.

While it is true that WaceRace: Bluestorm lacks the originality of its ancestor, it retains the same charm and proves to be the finest racer on no wheels. With its "deep" gameplay and graphics which have been "soaked" in a vat of loveliness, Waverace is set to leave all other water-based racers "in its wake."

Okay we'll shut up now. You go play it.

Evan Shamoon

SLAVE TO THE WAVE



The waves are truly something to behold, especially in the rougher conditions where the swell is huge and they crash against your little jetski just like the real thing. You can almost taste the salt!

THE FINE PRINT

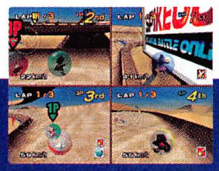
PUBLISHER: NINTENDO
DEVELOPER: NST
GENRE: RACING
MAKES US: THIRSTY
ETA: LAUNCH

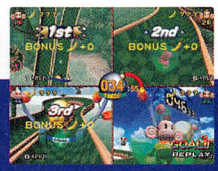
FIRST IMPRESSIONS

\+ Water more realistic than that which comes from your bathtub

\- Not really a bad thing, but this game is TOUGH. Just takes time

We've been playing this one like gangbusters here in the office, and it amazing. In our opinion, a must-have for nearly everyone





HEADS WILL ROLL

Sure, there are games that knock you unconscious with their real-time-volumetric-mip-mapped-Dolby-5-point-1-point-your-buttocks technological wizardry—and then awaken you to the sound of explosions, life-or-death drama, and counting gold bouillon in the back seat of a jet-black Humvee. There is another flavor of game, however, which eschews the drama in favor of your mama, and provides something a bit more oldskool for that head of yours. It gently caresses your cheek, whispers softly into your ear and seduces you into a dance to which you somehow already know the steps.

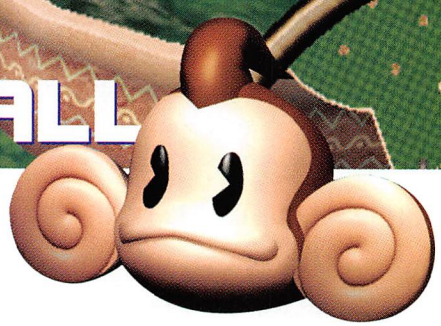
Yup, you guessed it: Super Monkey Ball is the kind without bouillon and/or Humvees.

What it does have, however, is more style, grace and intuitive gameplay than anything you've played in ages. With its simplified control scheme—use the analog stick to roll your monkey around and absolutely *no buttons whatsoever*—gameplay harkens back to the glory days when Pac Man ran things like the New York Marathon. It's the type of game which you can pass to the rookie GamePro head on your right and, giving no instruction whatsoever, watch him pick it up in seconds.

It goes something like this: Move the analog stick to tilt the world around you, guiding your monkey towards as many bananas as possible on your way to the goal. Sounds simple, but so does chess; this is effortless, fluid, and brain-meltingly addictive gaming. Strategies must become progressively more subtle as one advances through the 100-plus levels, as designs become more complex and the floor begins to sway, spin and generally make things more difficult. It's crazy in a way that can only be understood through experience.

SMB is also littered with tons of inspired mini-games, providing countless extra hours of anthropoid entertainment. 'Monkey Ball Racing' is almost ridiculously fun, and you won't believe how many brilliant uses you can find for a monkey ball in Sega's wonderfully twisted world (read: golf, bowling, flying, extra flavor, etc...). It's minimal, 3D, retro 128-bit gaming and styling, and it all plays together like the Beatles.

Evan Shamoon



Monkey Ball's graphics, much like its gameplay, are decidedly deeper and more elaborate than they first appear. Backgrounds and character designs are as unassuming and unpretentious as one could imagine, and look absolutely beautiful

THE FINE PRINT

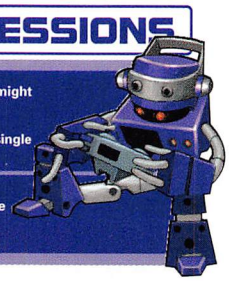
PUBLISHER: SEGA
DEVELOPER: AMUSEMENT VISION
GENRE: PUZZLE/MONKEY-IN-BALL SIM
ODDLY: WE'RE CRAVING DOLE BANANAS
ETA: LANCH

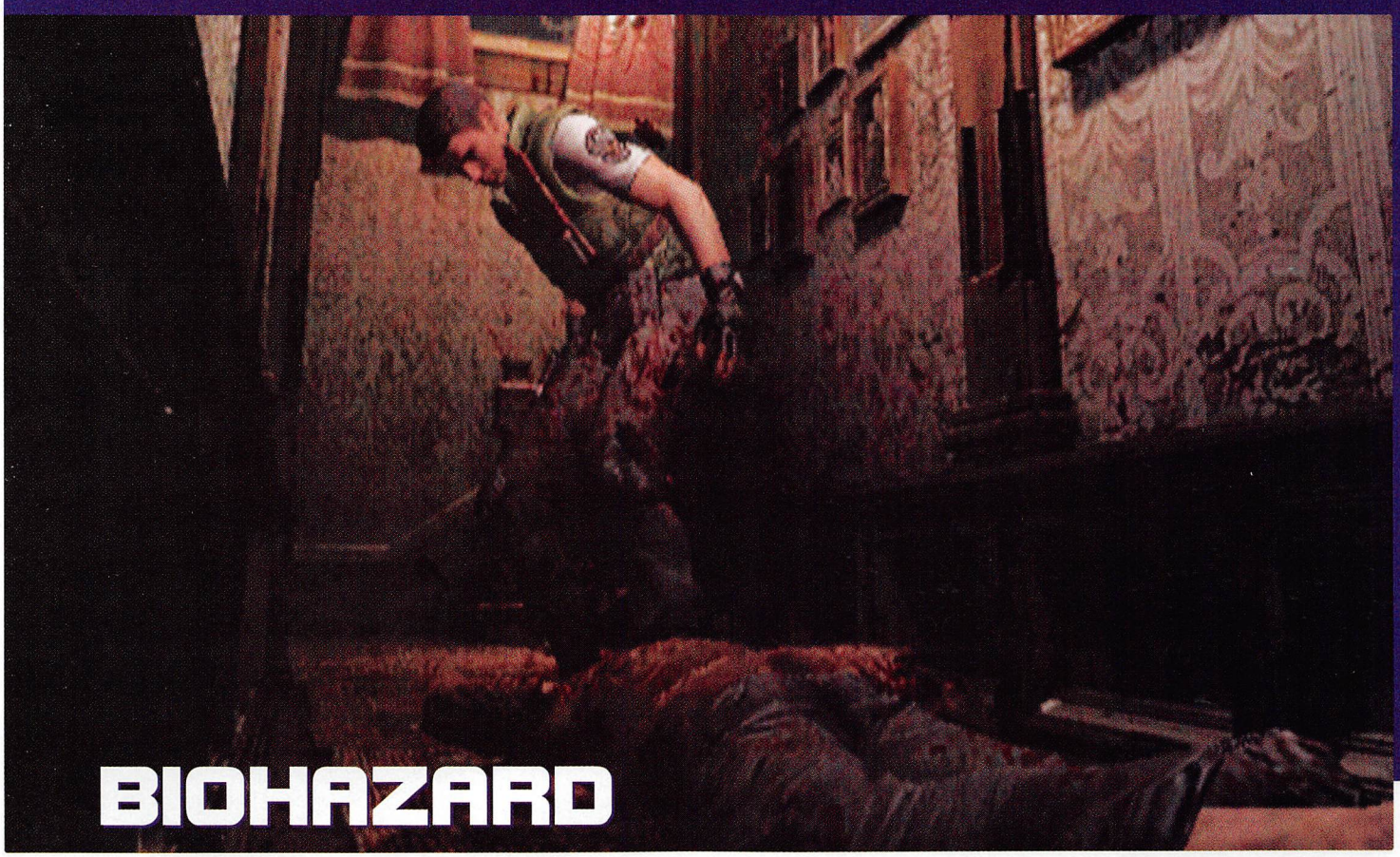
FIRST IMPRESSIONS

+ Every bit as addictive as one might hope (or hope against)

- Honestly, we can't think of a single one. Maybe to cute for some

While it's probably not the single best game ever made, it's one of the few for which we can actually find *nothing* wrong. Pure dopeness





BIOHAZARD

CAPCOM BREATHES NEW DEATH INTO THE CLASSIC THAT BIRTHED A GENRE

On one of the most head-scratching coups since Arista bought Q-tip's soul for the price of a new album, Nintendo has secured the entire Resident Evil franchise to be published exclusively on Gamecube. The deal includes complete remakes of the existing Biohazard/Resident Evil 1, 2, 3 and Code Veronica, as well as exclusivity on the next two games set to bookend the series: Biohazard Zero and Biohazard 4. At the public announcement of this partnership, with a handshake between Nintendo's Shigeru Miyamoto and Capcom's Shinji Mikami—two of the most prolific names in all of videogames—Biohazard 1 was shown running in real-time on GameCube hardware, and given a release date of March 22, 2002.

Note to self: Buy extra pair sheets before March 22, 2002.

The trailer itself is stunning: With some of the most detailed graphics we've seen in nearly any next-generation title, this remix should make the original title look positively old-school. Capcom appears to have slipped several pints of liquid steroids into the game's on-set fruit punch, as character models have been boosted to near-photorealistic quality, dripping (some quite literally) with polys and high-res textures. Along with all-new motion-captured animation and some juicy new particle effects, the resultant characters look disarmingly like those we're used to seeing in the series' pre-rendered cut-scenes.

While environments themselves appear to have remained pre-rendered in the technological transition, they have been constructed with far more visual depth: When lightning strikes outside, rooms are flooded with real-time lighting. Shadows dance across walls with fluidity and grace, and subtle reflections give everything an almost disturbingly realistic shimmer. While gameplay appears relatively similar to that of the original, Mikami-san has returned to direct the game he created after a five-year hiatus from the series... almost assuring that this remake its fair share of new trouser-wetting twists and turns.

And as for the GameCube exclusivity? "Everyone must be surprised because [the Biohazard series] is now on the GameCube, but I have a clear and strong opinion about being able to enjoy all of the Biohazard games on one system," Mikami told the press. "Therefore the series will be GameCube exclusive."

Response from senior executives at both Sony and Microsoft, in unison: "Doh!"

Evan Shamoon

"Excuse me sir, but might you know where I could find a restroom around here?...Mmhmm, yes, I I understand...I sincerely apologize for cutting your head off with this chainsaw... yes"

THE FINE PRINT

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
GENRE: SURVIVAL HORROR
SOMETHING: FUNNY
ETA: 2/22/02

MARIO SUNSHINE

THE SEQUEL TO MARIO 64 IS REVEALED. BUT WHAT'S THAT THING ON HIS BACK?

The recent glimpse of the still-early Mario Sunshine raised many more questions than answers for fans of the vertically-challenged plump plumber. All we have to go on is a short commentary from genius Mario creator Shigeru Miyamoto and about 45 seconds of footage shown at the recent Spaceworld show in Tokyo. Naturally, it looks fantastic, for which Mr Miyamoto immediately apologized.

But as you can see from our rather sub-standard screenshots (we discovered later that we had the camera lens on back-to-front), it's business as usual for Mario (he's the fat blue and red blurry smudge in front of the light brown and green enormous smudges). Our chubby pal appears to be on vacation, running, flipping, triple-jumping and 'whoo-hoo'-ing through the streets of a sunny beach-front town (or possibly an island) with a distinctly Spanish theme to it. Thanks to the power of Gamecube, you can see the whole, huge, level from the rooftops and everything is gorgeously detailed and smooth, running at 60 frames per second. This place looks super-realistic. Well, apart from the giant mushroom with legs that chases Mario round the streets, obviously.

But hang on. What's that on his back? At first glance it appears that Mario has borrowed Luigi's ghost-vacuum backpack form Luigi's Mansion, but closer inspection reveals little handles on the side and a clear tank. What's that nozzle on top? Some sort of weapon?

Putting on our Sherlock Holmes hats for a second (stop laughing), we've come up with a couple of theories. What with the mysterious "rainbow" pools dotted around the town, the backpack could be either used to suck up rainbows and then spray them out as Mario-Paint, or as a water tank that can be used to make new rainbow pools. To what end, we don't know. We also noticed a lot of multicolored designs on the streets that could be the result of a trigger happy rainbow-paintin' Mario. Then again, the backpack could be a fashion accessory and the rainbow colors on the road Yoshi pee. Nintendo (surprise) aren't saying. Mario Sunshine is certain to be one of the most compelling and amazing-looking videogames in history, and we just can't wait. We are already constructing a time-machine that – barring any last-minute technical glitches- will speed us forward to its release in Summer 2002 where we plan to steal the game and bring it back to the present...maybe...

Simon Cox

Crouching Plumber, Hidden Yoshi:
Mario now has a new triple-jump that he can use to bounce off and scale walls of buildings, Crouching Tiger Hidden Dragon-style.
No-one, not even the scientist-brains-in-spooky-Victorian-jars that we assembled could discern the true use of the mysterious Backpack of Deception. We'll just have to wait for Nintendo to spill the beans...

THE FINE PRINT

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
GENRE: ADVENTURE
BIGGER: THAN BIG
ETA: MID-END NOVEMBER

TONY HAWK'S PRO SKATER 3

MORE WITH THE OLLIES AND THE KICKFLIPS AND THE GOODNESS AND THE WHATNOT

At this very moment, in between flipping the pages of this mag and wrapping your little brother in a full-body cast of duct tape, you're likely sitting on a couch playing Tony Hawk's Pro Skater 2. The question, "What else could I possibly be doing right now?" has probably crossed your mind once or twice over the course of the 914,723,754 2-minute runs you've rocked over the past few years, but up until now there was really no good answer we could give you.

Well, finish up number 914,723,755 and start sifting through those cushions for loose change. Mere weeks—possibly even days—after the GameCube's release, you'll be able to approach your local game dealer, look him square in the eye, and beg/steal/buy yourself a copy of the sequel to the sequel to the best skateboarding game of all time. Booyah, as we like to say in the trade.

THPS3 will be all that and then some, with a plate of fresh fruit salad on the side. You name it and Neversoft has made it infinitely better: Levels are now fully interactive, living, breathing cities, and graphics blast more polys and bust sharper textures than your father's Tony Hawk. Gameplay has been punctuated with the new "revert" (read: continue your combo chains out of vert tricks), loads more vert moves and a slew of all-new flatland tricks. Gameplay now includes an added level of depth, whereby natural combos and moves will be linked with Street Fighter-esque button combos.

While THPS3 GCN will not include the online component of its PS2 counterpart (which we expect to come in the form of an add-on pack, once Nintendo sorts out its online strategy), it will boast a tighter graphics engine. "The antialiasing on the GameCube looks great, and our guys rewrote the display engine from scratch, so we can push more polygons," Neversoft's Scott Pease told us. "That allows us to keep extra elements like the pedestrians and cars at their highest level of detail all the time." Interestingly, the GameCube version may also represent the first time you play THPS with the analog stick rather than the digital pad, as Pease points out: "The controller feels slightly different at first, but once you get used it to, it works quite smoothly. The analog stick, with its octagonal well, works great for diagonal trick combos—something we haven't seen in any other controllers."

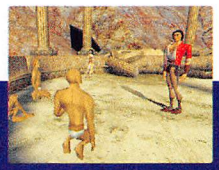
To fully appreciate the glory that is this newest version of THPS, however, one must see Neversoft's new engine in motion. And hey, what better way to show off your new Cube? When Tony Hawk's Pro Skater 3 drops, so will your social life. Enjoy the solitude.

Evan Shamoon

"And one, and two, and three, and BEND THOSE LEGS and four, and five, and KEEP IT MOVING LADIES and six, and six..." The spiritual successor to previous videos concerning Abs and Buns—entitled Rails of Steel—doesn't fare nearly as well in the marketplace. Analysts say Activision was focus-testing the wrong target group

THE FINE PRINT

PUBLISHER: ACTIVISION
DEVELOPER: NEVERSOFT
GENRE: SKATEBOARDING
TONY HAWK: USES A MAC
ETA: MID-END NOVEMBER



GALLEON: ISLANDS OF MYSTERY

SWASHES. BUCKLED

Welcome to Fantasy Islands! Huge enemies, kung-fu side-kicks and, er...old wooden boats abound in this new adventure from the creators of the original Tomb Raider. Based out of Ye Old England, the lads at developer Confounding Factor are no strangers to success, and Galleon looks like a fine follow up for the team that time forgot.

Four years after the original Lara Croft star-vehicle blazed a trail on the then-sparkly and new PlayStation, these crack designers and programmers have returned with a new hero; the swashbuckling Captain Rama and his side-kicks, Mohoko, Faith, and Calverly. Following the arrival of a mysterious ship in the port of Akbah whose crew have all turned to wood, Rama and his buddies investigate. They arrive just in time to find their old friend Areliano at death's door, murdered by the treacherous Jabez, who has gained powerful black magic from some herbs he found on board. And so begins a classic tale of mystery, adventure, and revenge *(otherwise known as 'Pocket Games print deadline' - Ed)*.

Rama sports a number of Lara-like moves—and then some, but that's where the similarities between this game and Miss Croft's exploits end. Galleon is all about discovery, as you sail to distant islands in search of answers- and Jabez.

An innovative lock-on system makes controlling Rama a breeze. Use the analog stick to move around, press the lock-on button and the view switches from third to first-person. From there you can select characters and objects in the environment. When you switch back to third-person you remain "locked" on the selected object. This makes previously problematic 3D moves much easier, such as jumping a gap or remaining focused on an enemy during combat.

A great deal of thought was put into the combat system for Rama, over many countless cups of tea, no doubt. Once locked on, just press the B button and move the analog stick to execute a whole host of deadly moves.

You can't control your buddies directly, but Faith, Calverly and Mihoko can all be given instructions to help you in your quest. Mihoko (the kung-fu sidekick) is great in a fight, so if things get hectic you can set her on your enemies. Handy if you just feel like putting your feet up and sipping a flaggon of ale while she removes their teeth with her feet.

Expect a huge world to explore, outrageously huge monsters, plenty of swashes-buckled *(What? -Ed)* and colorful, atmospheric locations when this finally sets sail some time in December.

Simon Cox

(Above) Rama has the stylized look of the Tomb Raider rendered artwork you may have seen splashed all over the covers of every games mag in the world. Only this time, of course, it's realtime 3D, aided and abetted by fancy GameCube effects such as true-reflection mapping, volumetric lighting (candles to you) and atmospheric shadows.

THE FINE PRINT

PUBLISHER: INTERPLAY
DEV: CONFOUNDING FACTOR
GENRE: ADVENTURE
PIRATE MOVIE: RATED AAARGH
ETA: DECEMBER 2001

JURASSIC BARK

After dropping Luigi into a haunted house, Bowser into Super Smash Bros Deluxe and Samus into a first-person shooter (peanut gallery: "Ooooh!"), Nintendo has plopped Fox McCloud and friends into what was formerly Rare's original concept, Dinosaur Planet. It's now a third-person action-adventure in the style of Zelda or Banjo Kazooie, it's made by Rare, and it's got Fox McCloud and the Star Fox Crew. You know it well.

The control scheme is almost identical to that found in Ocarina of Time, with an automatic jump system and some up-close-and-personal 3D combat. Fox can swim through water, fly in the air and space with his Arwing ship, or explore massive land-based locations. There are puzzles, loads of enemies, and regular interactions with roaming dinosaurs that players accompany during their quest.

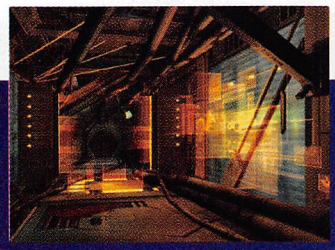
Like any Hollywood action movie starring Jackie Chan and Chris Tucker, Fox doesn't go at it alone; your prehistoric friend Tricky is along for the ride as well. With proper use of the C-Stick, you can actually tell Tricky to 'dig and look for items', 'heel', 'distract the enemy', 'guard' or 'play'. We tried convincing him to fetch us peanuts and some Skittles, but he just turned around and bit us in the leg.

Evan Shamoon

1. " In the Academy we had to stand up very straight, and very still, like this. Now you try." 2. "Maybe if I hide behind this rod, the hounds will miss me."3.The love interest. 4. Mommy? 5."Aaargh!"

THE FINE PRINT

PUBLISHER: NINTENDO
DEVELOPER: RARE
GENRE: ADVENTURE
LAND: THAT TIME FUR-GOT
ETA: Q1 2002



IT'S PRIME TIME

Responsible for turning throngs of expectant journalists into hysterical, screaming 13-year-old fanboys at when it was first glimpsed at Spaceworld 2000, Metroid Prime is easily one of videogaming's most eagerly-anticipated titles. Worlds are crammed full of richly detailed, defined objects and surfaces, and the grand total of fifteen seconds worth of gameplay footage is inspiring.

The bosses are huge and imposing, atmosphere suitably bounty-hunter dark, and the cut scene movie bits look set to rival the best there is. Information on the all-important power-ups is scarce, but Retro Studios is unlikely to disappoint here—particularly when considering the fact that that they're working in such close contact with Miyamoto and the crew over at Nintendo H.Q.

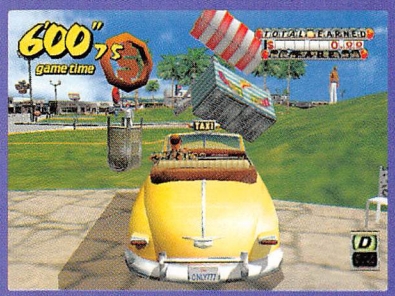
While Metroid's original creator, Gunpei Yoikoi has since passed away, Miyamoto seems to be taking a fairly active role in development, speaking or meeting with the team every week. "We are already at the stage of fine-tuning and putting on the finishing touches," he noted at Spaceworld 2001. Egads.

Max Everingham

Shrouded in more mystery and rumor than the Bermuda Triangle's so-called hidden "square," Metroid nonetheless looks absolutely fantastic. With such a high-profile update, it's impossible to please everyone...the first-person perspective is sure to cause some tears

THE FINE PRINT

PUBLISHER: NINTENDO
DEVELOPER: RETRO STUDIOS
GENRE: FPS/ACTION
FOR: YOUR EYES ONLY
ETA: 2002

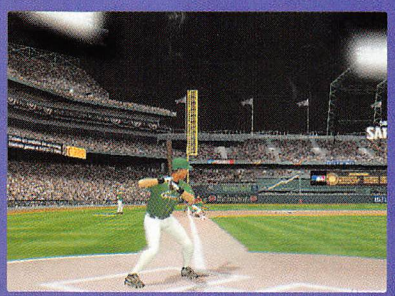


CRAZY TAXI

Sega's superlative cabbie sim is on its way to GameCube from Acclaim. While it's nothing more than a straight port of the PS2 version (read: slightly enhanced visuals), it's still a great game for the uninitiated.

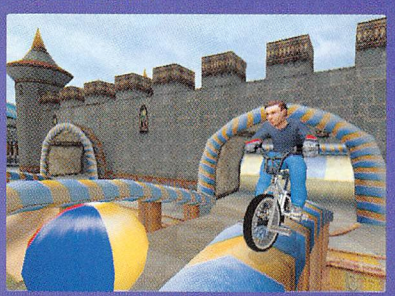
SONIC ADVENTURE 2

Sonic Adventure 2 gets the GameCube treatment with higher resolution and, from what we're told, an improved camera system and various gameplay tweaks...just what the Dreamcast version needed to become a classic.



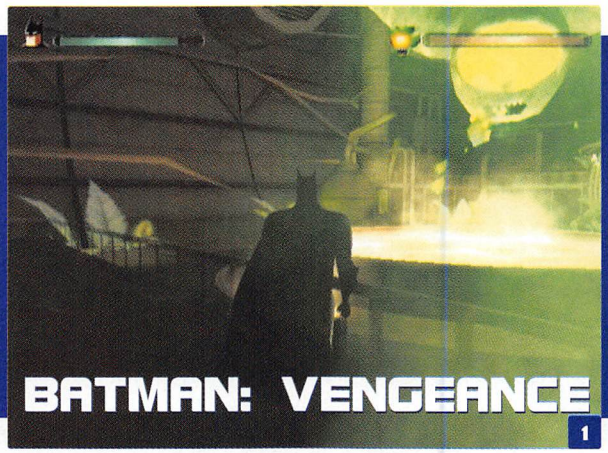
ALL STAR BASEBALL

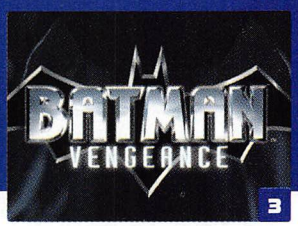
One of the finest baseball titles in years, ASB2K2 will be coming to GameCube at launch. The PS2 version is wonderful, and the direct port with some minor tweaking and graphical upgrades will make us happy.



DAVE MIRRA 2

Dave Mirra 2 will be a port of the PS2 version, but features two new tracks and a few graphical upgrades. Huge levels, muchos tricks and real riders. Look for this one at launch.





HOLY VOLUMETRIC FOG!

Due to arrive some time in December, Ubisoft's Batman: Vengeance takes its visual cues from somewhere between the DC Comics Dark Knight books and the TV series, evoking a foggy, shadow-filled Gotham.

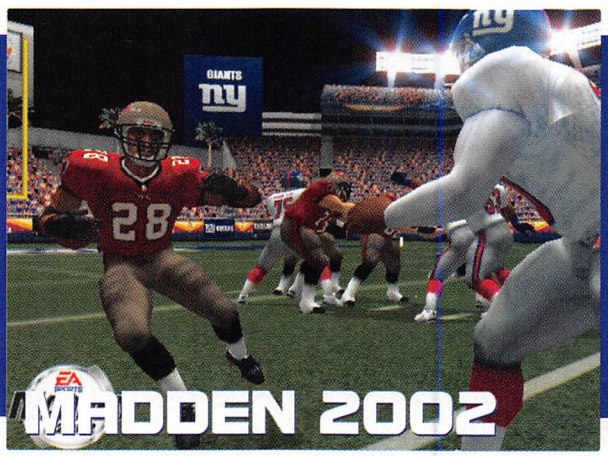
The developers have taken great pains to remain true to the spirit of the license, employing the voices of Mark Hamill (The Joker) and Kevin Conner (Batman), while the artists have armed the Caped Crusader himself with over 500 frames of hand-animated moves. The visual feast is further enhanced by motion-blur for fight sequences, realtime volumetric fog and lighting and proper shadows (you know, for 'atmosphere'). Expect all sorts of tweaks and extras as the game makes its way from the PlayStation 2 to GameCube. Gameplay should be varied, with action, adventure elements mixed with exploration.

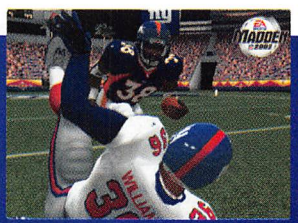
Simon Cox

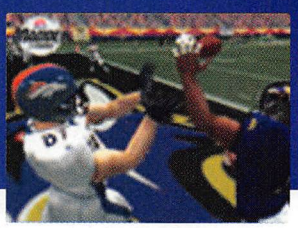
1. Few screens have been released, but this awesomely atmospheric interior gives you some idea of just how dark the Dark Knight's adventures will be. 2. "I'm Batman. Tell all your friends about me." 3. "Hi, I'm a logo. Tell all your friends about me"

THE FINE PRINT

PUBLISHER: UBISOFT
DEVELOPER: UBISOFT
GENRE: ACTION/ADVENTURE
CAPE: FEAR
ETA: DECEMBER 2001







BLURRING THE LINES

Expected to be a launch title, Madden is rushing to the Gamecube with a bunch of new features: better animation, new game modes and the full roster of official NFL teams, players, stadiums and stats.

Tackles and catches are more varied and realistic, and the money plays are all but gone. Running is harder (good thing), there are fewer one-handed catches, and catching and QB'ing made more challenging overall (another good thing) and even the players' zombie eyes have been removed (your call).

The Houston Texans are in the game, there are more Madden Cards to inject a bit of levity and, of course, all the rosters are up to date. Another nice feature is the new Coach's Corner game mode, which gives proper, in-depth explanations of all those X and O chalk marks.

Max Everingham

EA promises that the GCN version of Madden 2002 will look even better than its PS2 cousin. We are having trouble even imagining the possibility, but we believe them. For once, however, Madden will have some real competition in the form of Sega's NFL 2K series

THE FINE PRINT

PUBLISHER: EA SPORTS
DEVELOPER: TIBURON
GENRE: SPORTS
BOOM: HE'S ON HIS BACK
ETA: LAUNCH

MAKES AN APPEARANCE

Nintendo's talented English mates over at Rare are the blokes to thank for Kameo, a third-person fantasy adventure RPG, centering around its eponymous fairy princess heroine. Not a million miles from Phantasy Star Online in the art department, the world Kameo wanders around is lush and magical, and she is followed around (creepily) by the monsters she picks up along the way. Well, captures, more specifically, Pokemon-style, using her jewel-encrusted shield-thingy to seduce them in an impressive multicolored light show.

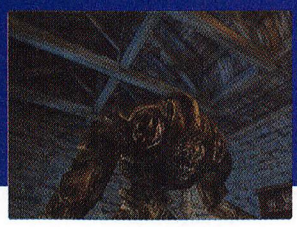
Central to the gameplay is Kameo's ability to morph into any of the sixty-plus creatures, acquiring their abilities in the transition. She will be tasked with loads of side quests as the adventure progresses, but her main challenge is to find and rescue six "Elemental Children."

Max Everingham

1. Kameo hangs out with her weirdo monster pals. 2. Friend or foe? Kameo can morph into creatures she meets. This could be her, you know.... 3. " I don't know, they just follow me home. What can I do?"

THE FINE PRINT

PUBLISHER: NINTENDO
DEVELOPER: RARE
GENRE: ADVENTURE
SLEEPER: HIT?
ETA: NOT SOON ENOUGH



BETTER THAN ETERNAL HICCUPS, WE SUPPOSE

This game is ripped from the womb of Silicon Knights, and is chock-full of menace. Set inside a haunted house, Eternal Darkness gives the player the choice between several well-defined and very different characters, all with their own characteristic weaponry and moves. Specific parts of the enemies can be targeted with the analog stick and locked on with the right shoulder button. These evil brethren are just as varied as the heroes, and will carry on attacking even after losing a limb or two. Some can even regenerate body parts, so you'd better make sure they stay down.

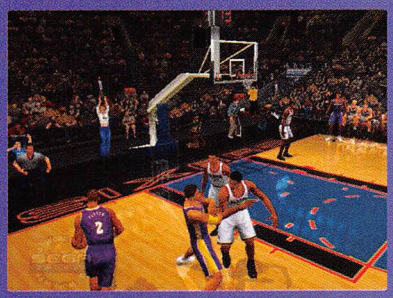
One interesting addition is a "sanity" meter, which increases as you meet more enemies. So you go mad, basically. And as you go mad, or mad with fear, all sorts of weird stuff kicks in. Your character will hallucinate, triggering some bizarre scenes in the game, and can even die.

Max Everingham

GameCube's excellent lighting effects add a great deal to the atmosphere, and graphics are rich and detailed. And the best bit? Sayonara, load times. From what we've seen, they're history

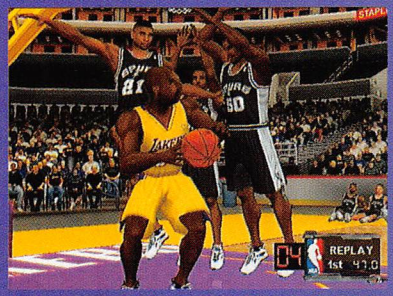
THE FINE PRINT

PUBLISHER: NINTENDO
DEVELOPER: SILICON KNIGHTS
GENRE: ACTION/ADVENTURE
MEDIEVAL: TIMES
ETA: DECEMBER 3, 2001



NBA 2K2

Newest in the best next-generation series of hoops games around, NBA 2K2 will make your fingers and eyes burn with its tight gameplay and graphics. We've got high expectations, and we like Allen Iverson way more than Kobe Bryant.

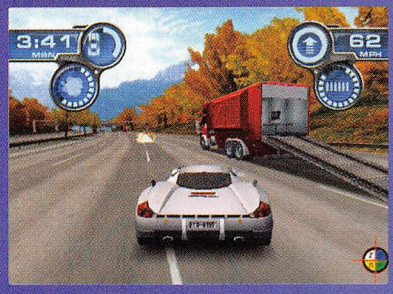


NBA COURTSIDE

Successor to Nintendo's underwhelming N64 game, Courtside will face some serious competition in the hoops world from Sega and EA Sports. A few cool gameplay dynamics got us curious, however, so we'll reserve judgement.

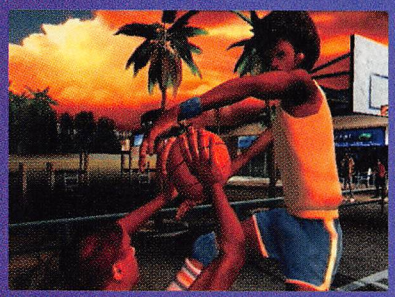
ANIMAL FOREST

Another Miyamoto braindance, Animal Forest is a "communication game" involving some crazy animals who speak. It's actually pretty cool, from what we played, and we're only expecting it to get better.



SPYHUNTER

From what we've seen, the PS2 version is pretty fresh—and the GCN version is supposed to look even fresher. An update of the game that made it okay to spray gas outta your rear (the smoke screen, silly), we can't wait to check it.

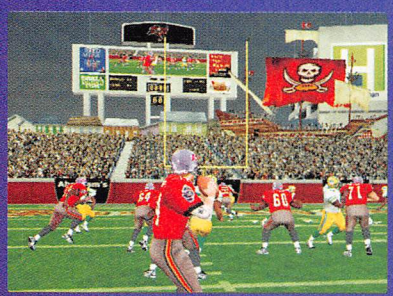


NBA STREET

The game that proved White Men Can't Jump actually WAS a good idea for a videogame, NBA Street is NBA Jam on massive amounts of GNC supplements. And it's coming to Gamecube with a visual clean-up.

EXTREME G3

Acclaim's bringing their high-speed racer to the GameCube, and it's looking nice. Some of the folks who worked on the original WipeOut are on this baby, so we're expecting good things.

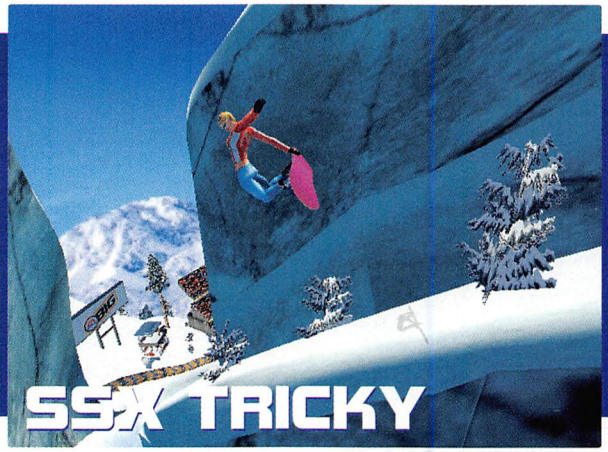


QUARTERBACK CLUB

Early screens look good, but QBC 2002 needs to improve this latest rendition *massively* over recent versions in order to compete. We'll wait and see until December.

PSO VERSION 2

Bringing two new character classes to the mix, this is a must for those who missed PSO on Dreamcast. Playable over a modem or 4-way splitscreen. GCN's first online title.



POWDER RANGERS

Due to arrive with the launch of the GameCube itself, SSX Tricky is more than just a cosmetically enhanced sequel to the superb snowboarding game that recently graced PS2. Players will be able to pull off a ton more outrageous stunts in GameCube Tricky, as well as discover more shortcuts and—most importantly—substantially redesigned tracks with two brand-spanking new ones. The new courses are set in Canada and Alaska, and promise to provide even the most skilled-out boarders with a challenge.

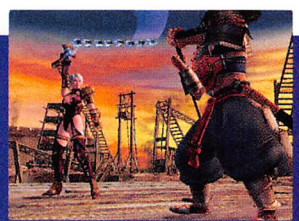
A great deal more interaction between riders is now possible, and improved AI pushes inferior human players all the harder. Riders' attributes improve as they win, naturally, but there's also a cool shortcut to giving them a boost in each race. Successfully rack up enough "ubertricks" to spell out "Tricky" and you can try for your character's special move. Then hit it.

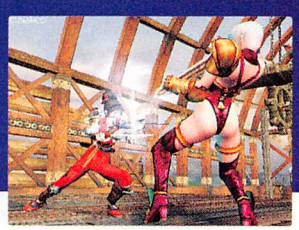
Max Everingham

Most of the characters are back from the first game (six of eight), and six new ones join the fray, all featuring vastly improved modeling and animation. They're also back with attitude: Tricky will run at 60 fps and sports a soundtrack put together by Mix Master Mike, Aphrodite and more

THE FINE PRINT

PUBLISHER: EA BIG
DEVELOPER: EA CANADA
GENRE: SNOWBOARDING
BOARD: ING FLIGHT 203
ETA: LAUNCH





IT BURNS! STILL!

Easily one of the biggest announcements at this year's Spaceworld conference was that Soul Calibur 2—sequel to the fighting game that made you sell all your other games in exchange for caffeinated beverages, themselves necessary for keeping your edge through those all-night fighting sessions—would be coming to GameCube. While it's not exclusive to the Cube, word on the street is that GCN version will be the first next-generation system to receive a port of the arcade title. You might say that we are "a bit excited" about this proposition, and perhaps infer that our pants are "a bit moist"—but that would be an inference and you know what they say about those.

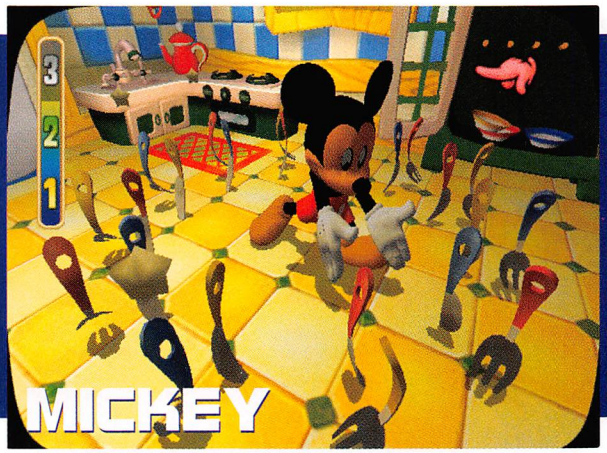
The screenshots you see are taken from the arcade version of the game, which was originally running on System 246 (PS2-based architecture). Rumor has it that Namco is now running the arcade version on GameCube-based hardware.

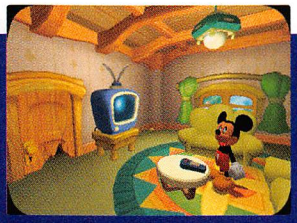
Evan Shamoon

Cassandra is the younger sister of Sophitia from SC1, while Hong Yung Sung works for the Coastal Defense Force. Hwang Sung Kyung is Sung's senior commanding officer, while Talim is the third new character in the game. Expect more with the greatness and the fighting perfection and the whatnot

THE FINE PRINT

PUBLISHER: NAMCO
DEVELOPER: NAMCO
GENRE: FIGHTING
BEST: GAME EVER?
ETA: LATE 2002





PRETTY RECOGNIZABLE, THAT ONE

Goofy is a floppy-eared dunce. Donald Duck, a foul-mouthed loser. Nay, it's perennial favorite Mickey Mouse whom fans recognize as Disney's main man. Granted, the little dude hasn't changed shorts in almost a century, but who's counting? Presumably not GameCube fans...or so developers Capcom and Nintendo hope.

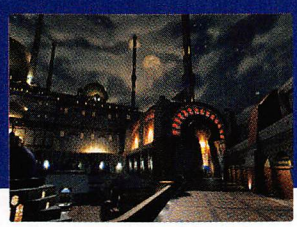
Like an actual cartoon strip, the world in which this game is played looks large, colorful and filled with whimsical nuances. Sight gags should also be abundant. In keeping with Mickey's past exploits, gameplay will involve comedic flair, plus scenes that may ring a bell with astute viewers (Dancing cutlery? How Fantasia.) Despite lacking a proper introduction, early glimpses reveal a game that's heavy on childish antics without having gone light on the details.

Scott Steinberg

Lots of big, shiny indoor areas are on the agenda, further showcasing the power of a newly risen next-generation console. Don't be surprised if animation quality also proves especially eye-opening; detailed visual effects such as real-time reflections are a forte.

THE FINE PRINT

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO+CAPCOM
GENRE: ADVENTURE
BIG EARS: LITTLE RICHARD
ETA: 2002



HERE BE DRAGONS

Huge? This quest is epic. Knocking heads, claws and tentacles in real-time 3D, you're a heroic adventurer skilled in the art of warfare. From a third-person view, a world composed of dank ruins and floating cities beckons. Hot to find a magical weapon known imaginatively as, uh, Raven Blade, you'll find a lengthy quest naturally lies ahead. Combat isn't the only draw however, as NPC interaction also plays a large role during the journey.

Big, burly and armed to the hilt, you've got a world to save. Never mind that foes like massive dragons or deadlier fare bar forward progress. Luckily oversized weaponry makes life on the road much easier. And, of course, a few magic spells never hurt. Ditching drawn out, turn-based battles for flashier conflicts, you can bet Raven Blade will be a huge hit if the game plays as well as it looks.

Scott Steinberg

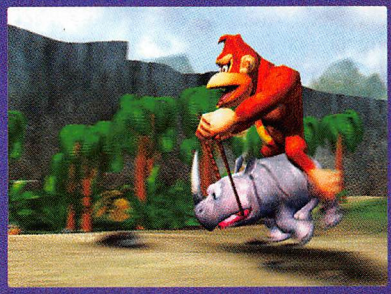
Following Square's ill-timed departure from a certain 64-bit platform, Nintendo platforms lost their reputation for RPGs. These screens hint that its time may have returned

THE FINE PRINT

PUBLISHER: NINTENDO
DEVELOPER: RETRO STUDIOS
GENRE: ACTION/ADVENTURE
DE: CAPITATED
ETA: POSTPONED

RUNE

Coming out of the abyss of Japanese videogame development, Rune is a card-based RPG with an intriguing storyline and impressive graphics... and a much darker tone than most anything we've seen on the system thus far

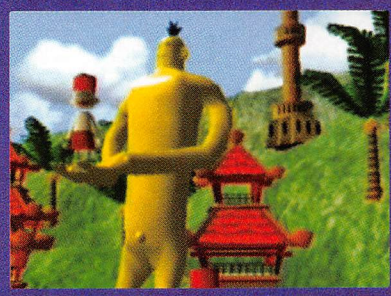


DONKEY KONG RACING

Though all we've seen thus far is a pre-rendered demo, folks are really looking forward to this one. Considering its pedigree, we're looking forward to seeing more...for now, just be assured that Mr. Kong is on his way.

NHL HITZ

Despite the unfortunate incluzion of the letter 'z' in itz title, Hitz may do for hockey what NBA Jam (and now NBA Street) did for hoopz. Black Box is developing, which givez uz quite a bit of hope that it actually will



DOSHIN THE GIANT

Tail of the Sun designer, Kazutoshi Lida is putting the finishing touches to this 'Populous meets Mario' god-game, where you play a yellow giant charged with running an island

CRYSTAL POKEDEX

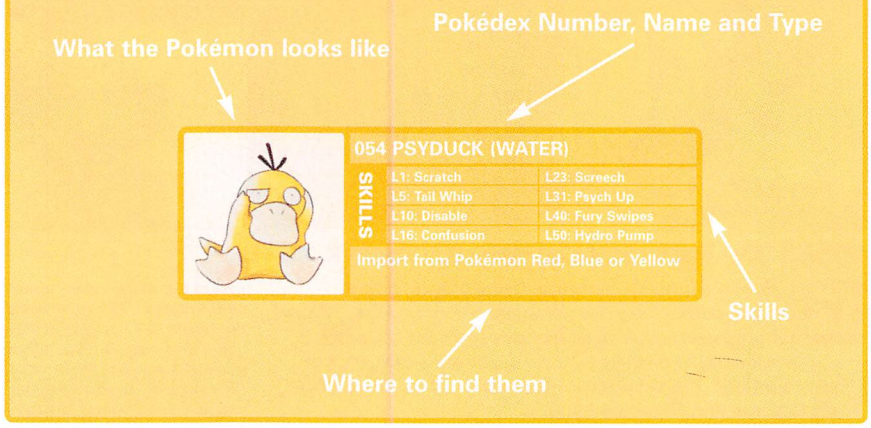
Your One-Stop Guide to Catching and Training Pokémon

When Nintendo released the Gold, Silver and now, Crystal, versions of Pokémon, it didn't just create a whole new world of the Pokémon universe to explore. In addition to that, it also added a whopping 100 more Pokémon creatures to the already immense menagerie. This brought the "Gotta Catch 'em All" grand total to 251 of Pocket Monsters.

With so many little (and not so little) critters to catch, it's easy to get confused. To help you stay organized, we've compiled this Pokédex so you'll know where to find the Pokémon and what skills they'll learn.

Just a quick note: Because there are so many darn creatures, we could only fit their eight most powerful moves in this Pokédex. That's means that most of the Pokémon listed will learn a couple moves before learning the skills listed.

HOW TO READ THE POKEDEX



001 BULBASAUR (GRASS/POISON)

SKILLS

L10: Vine Whip	L25: Sweet Scent
L15: Poison Powder	L32: Growth
L19: Sleep Powder	L39: Synthesis
L20: Razor Leaf	L46: Solarbeam

Import from Pokémon Red, Blue or Yellow

002 IVYSAUR (GRASS/POISON)

SKILLS

L10: Vine Whip	L29: Sweet Scent
L15: Poison Powder	L38: Growth
L 15: Sleep Powder	L47: Synthesis
L22: Razor Leaf	L56: Solarbeam

Evolves from Bulbasaur at Level 16
Import from Pokémon Red, Blue or Yellow

003 VENUSAUR (GRASS/POISON)

SKILLS

L10: Vine Whip	L29: Sweet Scent
L15: Poison Powder	L41: Growth
L 15: Sleep Powder	L53: Synthesis
L22: Razor Leaf	L65: Solarbeam

Evolves from Ivysaur at Level 32
Import from Pokémon Red, Blue or Yellow

004 CHARMANDER (FIRE)

SKILLS

L7: Ember	L31: Flamethrower
L13: Smokescreen	L37: Slash
L19: Rage	L43: Dragon Rage
L25: Scary Face	L49: Fire Spin

Import from Pokémon Red, Blue or Yellow

005 CHARMELEON (FIRE)

SKILLS

L7: Ember	L34: Flamethrower
L13: Smokescreen	L41: Slash
L20: Rage	L48: Dragon Rage
L27: Scary Face	L55: Fire Spin

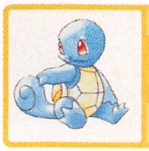
Evolves from Charmander at Level 16
Import from Pokémon Red, Blue or Yellow

006 CHARIZARD (FIRE)

SKILLS

L13: Smokescreen	L36: Wing Attack
L20: Rage	L44: Slash
L27: Scary Face	L54: Dragon Rage
L34: Flamethrower	L64: Fire Spin

Evolves from Charmeleon at Level 36
Import from Pokémon Red, Blue or Yellow



007 SQUIRTLE (WATER)

SKILLS

L10: Withdraw	L28: Protect
L13: Water Gun	L33: Rain Dance
L19: Bite	L40: Skull Bash
L23: Rapid Spin	L47: Hydro Pump

Import from Pokémon Red, Blue or Yellow

008 WARTORTLE (WATER)

SKILLS

L10: Withdraw	L31: Protect
L13: Water Gun	L37: Rain Dance
L19: Bite	L45: Skull Bash
L25: Rapid Spin	L53: Hydro Pump

Evolves from Squirtle at Level 16
Import from Pokémon Red, Blue or Yellow

009 BLASTOISE (WATER)

SKILLS

L10: Withdraw	L31: Protect
L13: Water Gun	L42: Rain Dance
L19: Bite	L55: Skull Bash
L25: Rapid Spin	L68: Hydro Pump

Evolves from Wartortle at Level 36
Import from Pokémon Red, Blue or Yellow

010 CATERPIE (BUG)

SKILLS

L1:Tackle	
L1: String Shot	

Use Headbutt in Johto's Wooded Areas,
Hatch from Egg in Daycare

011 METAPOD (BUG)

SKILLS

L7: Harden	

Evolves from Caterpie at Level 7
Catch in Bug-Catching Contest

012 BUTTERFREE (BUG/FLYING)

SKILLS

L13:Poison Powder	L23: Whirlwind
L14: Stun Spore	L28: Gust
L15: Sleep Powder	L34: Psybeam
L18: Supersonic	L40: Safeguard

Evolves from Metapod at Level 10

013 WEEDLE (BUG/POISON)

SKILLS

L1: Poison Sting	
L1: String Shot	

Use Headbutt in Johto's Wooded Areas,
Hatch from Egg in Daycare

014 KAKUNA (BUG/POISON)

SKILLS

L1: Harden	

Evolves from Weedle at Level 7
Catch in Bug-Catching Contest

015 BEEDRILL (BUG/POISON)

SKILLS

L10: Fury Attack	L30: Pursuit
L15: Focus Energy	L35: Pin Missile
L20: Twineedle	L40: Agility
L25: Rage	

Evolves from Kakuna at Level 10
Catch in Bug-Catching Contest

016 PIDGEY (NORMAL/FLYING)

SKILLS

L1: Tackle	L21: Whirlwind
L5: Sand attack	L29: Wing Attack
L9: Gust	L37: Agility
L15: Quick Attack	L47: Mirror Move

Hatch from Egg in Daycare

017 PIDGEOTTO (NORMAL/FLYING)

SKILLS

L1: Tackle	L23: Whirlwind
L5: Sand attack	L33: Wing Attack
L9: Gust	L43: Agility
L15: Quick Attack	L55: Mirror Move

Evolves from Pidgey at Level 18

018 PIDGEOT (NORMAL/FLYING)

SKILLS

L1: Tackle	L23: Whirlwind
L5: Sand attack	L33: Wing Attack
L9: Gust	L46: Agility
L15: Quick Attack	L61: Mirror Move

Evolves from Pidgeotto at Level 36

019 RATTATA (NORMAL)

SKILLS

L1: Tackle	L20: Focus Energy
L1: Tail Whip	L27: Pursuit
L7: Quick Attack	L34: Super Fang
L13: Hyper Fang	

Hatch from Egg in Daycare

020 RATICATE (NORMAL)

SKILLS

L1: Tackle	L20: Scary Face
L1: Tail Whip	L30: Pursuit
L7: Quick Attack	L40: Super Fang
L13: Hyper Fang	

Evolves from Rattata at Level 20

021 SPEAROW (NORMAL/FLYING)

SKILLS

L1: Peck	L25: Pursuit
L1: Growl	L31: Mirror Move
L7: Leer	L37: Drill Peck
L13: Fury Attack	L43: Agility

Use Headbutt in Johto's Mountain Areas,
Hatch from Egg in Daycare

22 FEAROW (FLYING)

SKILLS		
	L1: Peck	L26: Pursuit
	L1: Growl	L32: Mirror Move
	L7: Leer	L40: Drill Peck
	L13: Fury Attack	L47: Agility

Use Headbutt in Johto's Mountain Areas, Hatch from Egg in Daycare

023 EKANS (POISON)

SKILLS		
	L1: Wrap	L23: Glare
	L1: Leer	L29: Screech
	L9: Poison Sting	L37: Acid
	L15: Bite	L43: Haze

Hatch from Egg in Daycare, Headbutt Johto's Wooded and Mountain Areas

024 ARBOK (POISON)

SKILLS		
	L1:Wrap	L25: Glare
	L1: Leer	L33: Screech
	L9: Poison Sting	L43: Acid
	L15: Bite	L51: Haze

Evolves from Ekans at Level 22

025 PIKACHU (ELECTRIC)

SKILLS		
	L8: Thunder Wave	L26: Thunderbolt
	L11: Quick Attack	L33: Agility
	L15: Double Team	L41: Thunder
	L20: Slam	L50: Light Screen

Win in Celadon City Game Corner

026 RAICHU (ELECTRIC)

SKILLS		
	L1: Thundershock	
	L1: Tail Whip	
	L1: Quick Attack	
	L1: Thunderbolt	

Evolves from Pikachu with Thunderstone

027 SANDSHREW (GROUND)

SKILLS		
	L1: Scratch	L23: Slash
	L6: Defense Curl	L30: Swift
	L11: Sand-Attack	L37: Fury Swipes
	L17: Poison Sting	L45: Sandstorm

Hatch from Egg in Daycare, Win in Goldenrod City Game Corner

028 SANDSLASH (GROUND)

SKILLS		
	L1: Scratch	L24: Slash
	L6: Defense Curl	L33: Swift
	L11: Sand-Attack	L43: Fury Swipes
	L17: Poison Sting	L52: Sandstorm

Import from Pokémon Red, Blue or Yellow

029 NIDORAN [F] (POISON)

SKILLS		
	L1: Growl	L17: Poison Sting
	L1: Tackle	L23: Tail Whip
	L8: Scratch	L30: Bite
	L12: Double Kick	L38: Fury Swipes

Hatch from Egg in Daycare

030 NIDORINA (POISON)

SKILLS		
	L1: Growl	L18: Poison Sting
	L1: Tackle	L27: Tail Whip
	L8: Scratch	L36: Bite
	L12: Double Kick	L46: Fury Swipes

Evolves from Nidoran [F] at Level 16

031 NIDOQUEEN (POISON/GROUND)

SKILLS		
	L1: Tackle	L23: Body Slam
	L1: Scratch	
	L1: Double Kick	
	L1: Tail Whip	

Evolve from Nidorina with Moon Stone

032 NIDORAN [M] (POISON)

SKILLS		
	L1: Leer	L17: Poison Sting
	L1: Tackle	L23: Focus Energy
	L8: Horn Attack	L30: Fury Attack
	L12: Double Kick	L38: Horn Drill

Hatch from Egg in Daycare

033 NIDORINO (POISON)

SKILLS		
	L1: Leer	L19: Poison Sting
	L1: Tackle	L27: Focus Energy
	L8: Horn Attack	L36: Fury Attack
	L12: Double Kick	L46: Horn Drill

Evolves from Nidoran [M] at Level 16

034 NIDOKING (POISON/GROUND)

SKILLS		
	L1: Tackle	L23: Thrash
	L1: Horn Attack	
	L1: Double Kick	
	L1: Poison Sting	

Evolves from Nidorino with Moon Stone

035 CLEFAIRY (NORMAL)

SKILLS		
	L4: Encore	L26: Defense Curl
	L8: Sing	L34: Metronome
	L13: Doubleslap	L43: Moonlight
	L19: Minimize	L53: Light Screen

Evolves from Cleffa (Friendship)

036 CLEFABLE (NORMAL)

SKILLS		
	L1: Sing	
	L1: Doubleslap	
	L1: Metronome	
	L1: Moonlight	

Evolves from Clefairy with Moon Stone

037 VULPIX (FIRE)

SKILLS		
	L1: Ember	L19: Confuse Ray
	L1: Tail Whip	L25: Safeguard
	L7: Quick Attack	L31: Flamethrower
	L13: Roar	L37: Fire Spin

Hatch from Egg in Daycare

038 NINETALES (FIRE)

SKILLS		
	L1: Ember	L43: Fire Spin
	L1: Quick Attack	
	L1: Confuse Ray	
	L1: Safeguard	

Evolves from Vulpix with Fire Stone

039 JIGGLYPUFF (NORMAL)

SKILLS		
	L4: Defense Curl	L24: Doubleslap
	L9: Pound	L29: Rest
	L14: Disable	L34: Body Slam
	L19: Rollout	L39: Double-Edge

Evolves from Igglybuff with Friendship

040 WIGGLYTUFF (NORMAL)

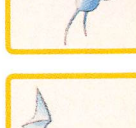
SKILLS		
	L1: Sing	
	L1: Disable	
	L1: Defense Curl	
	L24: Doubleslap	

Evolves from Jigglypuff with Moon Stone

041 ZUBAT (POISON/FLYING)

SKILLS		
	L1: Leech Life	L27: Wing Attack
	L6: Supersonic	L36: Mean Look
	L12: Bite	L46: Haze
	L19: Confuse Ray	

Hatch from Egg in Daycare



042 GOLBAT (POISON/FLYING)

SKILLS		
	L1: Screech	L19: Confuse Ray
	L1: Leech Life	L30: Wing Attack
	L6: Supersonic	L42: Mean Look
	L12: Bite	L55: Haze

Evolves from Zubat at Level 22

043 ODDISH (GRASS/POISON)

SKILLS		
	L1: Absorb	L18: Sleep Powder
	L7: Sweet Scent	L23: Acid
	L14: Poison Powder	L32: Moonlight
	L16: Stun Spore	L39: Petal Dance

Hatch from Egg in Daycare

044 GLOOM (GRASS/POISON)

SKILLS		
	L1: Absorb	L18: Sleep Powder
	L7: Sweet Scent	L24: Acid
	L14: Poison Powder	L35: Moonlight
	L16: Stun Spore	L44: Petal Dance

Evolves from Oddish at Level 21

045 VILEPLUME (GRASS/POISON)

SKILLS		
	L1: Absorb	
	L1: Sweet Scent	
	L1: Stun Spore	
	L1: Petal Dance	

Evolves from Gloom with Leaf Stone

046 PARAS (BUG/GRASS)

SKILLS		
	L1: Scratch	L25: Spore
	L7: Stun Spore	L31: Slash
	L13: Poisonpowder	L37: Growth
	L19: Leech Life	L43: Giga Drain

Hatch from Egg in Daycare, Catch in Bug-Catching Contest

047 PARASECT (BUG/GRASS)

SKILLS		
	L1: Scratch	L28: Spore
	L7: Stun Spore	L37: Slash
	L13: Poisonpowder	L46: Growth
	L19: Leech Life	L55: Giga Drain

Evolves from Paras at Level 24

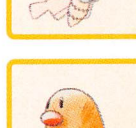
048 VENONAT (BUG/POISON)

SKILLS		
	L9: Supersonic	L28: Stun Spore
	L17: Confusion	L33: Psybeam
	L20: Poisonpowder	L36: Sleep Powder
	L25: Leech Life	L41: Psychic

Hatch from Egg in Daycare, Catch in Bug-Catching Contest

049 VENOMOTH (BUG/POISON)

SKILLS		
	L17: Confusion	L31: Gust
	L20: Poisonpowder	L36: Psybeam
	L25: Leech Life	L42: Sleep Powder
	L28: Stun Spore	L52: Psychic



050 DIGLETT (GROUND)

SKILLS		
	L1: Scratch	L25: Sand-Attack
	L5: Growl	L33: Slash
	L9: Magnitude	L41: Earthquake
	L17: Dig	L49: Fissure

Hatch from Egg in Daycare

051 DUGTRIO (GROUND)

SKILLS		
	L1: Tri Attack	L25: Sand-Attack
	L5: Growl	L37: Slash
	L9: Magnitude	L49: Earthquake
	L17: Dig	L61: Fissure

Evolves from Diglett at Level 26

052 MEOWTH (NORMAL)

SKILLS		
	L1: Scratch	L26: Faint Attack
	L1: Growl	L35: Screech
	L11: Bite	L41: Fury Swipes
	L29: Pay Day	L46: Slash

Hatch from Egg in Daycare

053 PERSIAN (NORMAL)

SKILLS		
	L1: Scratch	L29: Faint Attack
	L1: Growl	L38: Screech
	L11: Bite	L46: Fury Swipes
	L29: Pay Day	L53: Slash

Evolves from Meowth at Level 28

054 PSYDUCK (WATER)

SKILLS		
	L1: Scratch	L23: Screech
	L5: Tail Whip	L31: Psych Up
	L10: Disable	L40: Fury Swipes
	L16: Confusion	L50: Hydro Pump

Hatch from Egg in Daycare, Catch While Surfing

055 GOLDUCK (WATER)

SKILLS

L1: Scratch	L23: Screech
L5: Tail Whip	L31: Psych Up
L10: Disable	L44: Fury Swipes
L16: Confusion	L58: Hydro Pump

Evolves from Psyduck at Level 33
Catch While Surfing

056 MANKEY (FIGHTING)

SKILLS

L9: Low Kick	L33: Seismic Toss
L15: Karate Chop	L39: Cross Chop
L21: Fury Swipes	L45: Screech
L27: Focus Energy	L51: Thrash

Hatch from Egg in Daycare

057 PRIMEAPE (FIGHTING)

SKILLS

L9: Low Kick	L36: Seismic Toss
L15: Karate Chop	L45: Cross Chop
L21: Fury Swipes	L54: Screech
L27: Focus Energy	L63: Thrash

Evolves from Mankey at Level 28

058 GROWLITHE (FIRE)

SKILLS

L1: Bite	L26: Take Down
L1: Roar	L34: Flame Wheel
L9: Ember	L42: Agility
L18: Leer	L50: Flamethrower

Hatch from Egg in Daycare

059 ARCANINE (FIRE)

SKILLS

L1: Roar	L50: Extremespeed
L1: Leer	
L1: Take Down	
L1: Flame Wheel	

Evolves from Growlithe with Fire Stone

060 POLIWAG (WATER)

SKILLS

L1: Bubble	L25: Rain Dance
L7: Hypnosis	L31: Body Slam
L13: Water Gun	L37: Belly Drum
L19: Doubleslap	L43: Hydro Pump

Hatch from Egg in Daycare, Requires
Fishing Rod, Catch while Surfing

061 POLIWHIRL (WATER)

SKILLS

L1: Bubble	L27: Rain Dance
L7: Hypnosis	L35: Body Slam
L13: Water Gun	L43: Belly Drum
L19: Doubleslap	L51: Hydro Pump

Evolves from Poliwag at Level 25
Catch while Surfing

062 POLIWRATH (WATER/FIGHTING)

SKILLS

L1: Water Gun	L51: Mind Reader
L1: Hypnosis	
L1: Doubleslap	
L35: Submission	

Evolves from Poliwhril with Water Stone

063 ABRA (PSYCHIC)

SKILLS

L1:Teleport

Hatch from Egg in Daycare,
Win at Goldenrod City Game Corner

064 KADABRA (PSYCHIC)

SKILLS

L1: Kinesis	L26: Recover
L16: Confusion	L31: Future Sight
L18: Disable	L38: Psychic
L21: Psybeam	L45: Reflect

Import from Pokémon Red, Blue or Yellow

065 ALAKAZAM (PSYCHIC)

SKILLS

L1: Kinesis	L26: Recover
L16: Confusion	L31: Future Sight
L18: Disable	L38: Psychic
L21: Psybeam	L45: Reflect

Evolves from Abra at Level 16

066 MACHOP (FIGHTING)

SKILLS

L7: Focus Energy	L31: Vital Throw
L13: Karate Chop	L37: Cross Chop
L19: Seismic Toss	L43: Scary Faces
L25: Foresight	L49: Submission

Hatch from Egg in Daycare

067 MACHOKE (FIGHTING)

SKILLS

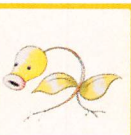
L8: Focus Energy	L34: Vital Throw
L15: Karate Chop	L43: Cross Chop
L19: Seismic Toss	L52: Scary Faces
L25: Foresight	L61: Submission

068 MACHAMP (FIGHTING)

SKILLS

L8: Focus Energy	L34: Vital Throw
L15: Karate Chop	L43: Cross Chop
L19: Seismic Toss	L52: Scary Faces
L25: Foresight	L61: Submission

Evolves from Machoke (Trade)



069 BELLSPROUT (GRASS/POISON)

SKILLS

L11: Wrap	L23: Acid
L15: Sleep Powder	L30: Sweet Scent
L17: Poison Powder	L37: Razor Leaf
L19: Stun Spore	L45: Slam

Hatch from Egg in Daycare

070 WEEPINBELL (GRASS/POISON)

SKILLS

L11: Wrap	L24: Acid
L15: Sleep Powder	L33: Sweet Scent
L17: Poison Powder	L42: Razor Leaf
L19: Stun Spore	L54: Slam

Evolves from Bellsprout at Level 21

071 VICTREEBEL (GRASS/POISON)

SKILLS

L1: Vine Whip
L1: Sleep Powder
L1: Sweet Scent
L1: Razor Leaf

Evolves from Weepinbell with Leaf Stone

072 TENTACOOL (WATER/POISON)

SKILLS

L6: Supersonic	L30: Wrap
L12: Constrict	L36: Barrier
L19: Acid	L43: Screech
L25: Bubblebeam	L49: Hydro Pump

Import from Pokémon Red, Blue or Yellow

073 TENTACRUEL (WATER/POISON)

SKILLS

L6: Supersonic	L30: Wrap
L12: Constrict	L38: Barrier
L19: Acid	L47: Screech
L25: Bubblebeam	L55: Hydro Pump

Hatch from Egg in Daycare, Catch While
Surfing, Requires Fishing Rod

074 GEODUDE (ROCK/GROUND)

SKILLS

L6: Defense Curl	L26: Harden
L11: Rock Throw	L31: Rollout
L16: Magnitude	L36: Earthquake
L21: Selfdestruct	L41: Explosion

Hatch from Egg in Daycare

75 GRAVELER (ROCK/GROUND)

SKILLS

L6: Defense Curl	L27: Harden
L11: Rock Throw	L34: Rollout
L16: Magnitude	L41: Earthquake
L21: Selfdestruct	L48: Explosion

Evolves from Geodude at Level 25

076 GOLEM (ROCK/GROUND)

SKILLS

L6: Defense Curl	L27: Harden
L11: Rock Throw	L34: Rollout
L16: Magnitude	L41: Earthquake
L21: Selfdestruct	L48: Explosion

Evolves from Graveler (Trade)

077 PONYTA (FIRE)

SKILLS

L4: Growl	L26: Fire Spin
L8: Tail Whip	L34: Take Down
L13: Ember	L43: Agility
L19: Stomp	L53: Fire Blast

Hatch from Egg in Daycare

078 RAPIDASH (FIRE)

SKILLS

L8: Tail Whip	L34: Take Down
L13: Ember	L40: Fury Attack
L19: Stomp	L47: Agility
L26: Fire Spin	L61: Fire Blast

Evolves from Ponyta at Level 40

079 SLOWPOKE (WATER/PSYCHIC)

SKILLS

L1: Tackle	L29: Disable
L1: Growl	L34: Headbutt
L15: Water Gun	L43: Amnesia
L20: Confusion	L48: Psychic

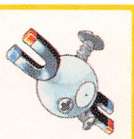
Hatch from Egg in Daycare,
Catch While Surfing

080 SLOWBRO (WATER/PSYCHIC)

SKILLS

L6: Growl	L34: Headbutt
L15: Water Gun	L37: Withdraw
L20: Confusion	L46: Amnesia
L29: Disable	L54: Psychic

Evolves from Slowpoke at Level 37
Catch While Surfing



081 MAGNEMITE (ELECTRIC/STEEL)

SKILLS

L6: Thundershock	L27: Lock-On
L11: Supersonic	L33: Swift
L16: Sonicboom	L39: Screech
L21: Thunder Wave	L45: Zap Cannon

Hatch from Egg in Daycare

082 MAGNETON (ELECTRIC/STEEL)

SKILLS

L6: Thundershock	L27: Lock-On
L11: Supersonic	L35: Tri Attack
L16: Sonicboom	L39: Screech
L21: Thunder Wave	L45: Zap Cannon

Evolves from Magnemite at Level 30

083 FARFETCH'D (NORMAL/FLYING)

SKILLS

L1: Peck	L25: Swords Dance
L7: Sand Attack	L31: Agility
L13: Leer	L37: Slash
L19: Fury Attack	L44: False Swipe

Hatch from Egg in Daycare

084 DODUO (NORMAL/FLYING)

SKILLS

L1: Peck	L21: Tri Attack
L1: Growl	L25: Rage
L9: Pursuit	L33: Drill Peck
L13: Fury Attack	L37: Agility

Hatch from Egg in Daycare

085 DODRIO (NORMAL/FLYING)

SKILLS

L1: Peck	L21: Tri Attack
L1: Growl	L25: Rage
L9: Pursuit	L38: Drill Peck
L13: Fury Attack	L47: Agility

Evolves from Doduo at Level 31

086 SEEL (WATER)

SKILLS

L1: Headbutt	L32: Take Down
L5: Growl	L48: Safeguard
L16: Aurora Beam	
L21: Rest	

Hatch from Egg in Daycare

087 DEWGONG (WATER/ICE)

SKILLS

L1: Headbutt	L32: Take Down
L5: Growl	L43: Ice Beam
L16: Aurora Beam	L60: Safeguard
L21: Rest	

Evolves from Seel at Level 34

088 GRIMER (POISON)

SKILLS

L1: Pound	L23: Minimize
L5: Harden	L31: Screech
L10: Disable	L40: Acid Armor
L16: Sludge	L50: Sludge Bomb

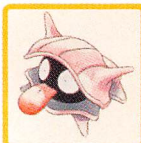
Hatch from Egg in Daycare,
Catch While Surfing

089 MUK (POISON)

SKILLS

L1: Pound	L37: Disable
L23: Minimize	L45: Sludge
L31: Screech	L45: Acid Armor
L33: Harden	L60: Sludge Bomb

Evolves from Grimer at Level 38
Catch While Surfing



090 SHELLDER (WATER)

SKILLS

L1: Tackle	L25: Protect
L1: Withdraw	L33: Leer
L8: Supersonic	L41: Clamp
L17: Aurora Beam	L49: Ice Beam

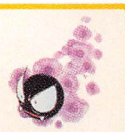
Hatch from Egg in Daycare,
Requires Fishing Rod

091 CLOYSTER (WATER/ICE)

SKILLS

L1: Withdraw	

Evolves from Shellder with Water Stone



092 GASTLY (GHOST/POISON)

SKILLS

L1: Lick	L21: Night Shade
L8: Spite	L28: Confuse Ray
L13: Mean Look	L33: Dream Eater
L16: Curse	L36: Destiny Bond

Hatch from Egg in Daycare

093 HAUNTER (GHOST/POISON)

SKILLS

L1: Lick	L21: Night Shade
L8: Spite	L31: Confuse Ray
L13: Mean Look	L39: Dream Eater
L16: Curse	L48: Destiny Bond

Evolves from Gastly at Level 25

094 GENGAR (GHOST/POISON)

SKILLS

L1: Lick	L21: Night Shade
L8: Spite	L31: Confuse Ray
L13: Mean Look	L39: Dream Eater
L16: Curse	L48: Destiny Bond

Evolves from Haunter (Trade)

095 ONIX (ROCK/GROUND)

SKILLS

L1: Tackle	L23: Harden
L1: Screech	L27: Rage
L10: Bind	L36: Sandstorm
L14: Rock Throw	L40: Slam

Hatch from Egg in Daycare

096 DROWZEE (PSYCHIC)

SKILLS

L10: Disable	L36: Meditate
L18: Confusion	L40: Psychic
L25: Headbutt	L43: Psych Up
L31: Poison Gas	L45: Future Sight

Hatch from Egg in Daycare

097 HYPNO (PSYCHIC)

SKILLS

L10: Disable	L36: Meditate
L18: Confusion	L49: Psychic
L25: Headbutt	L55: Psych Up
L33: Poison Gas	L60: Future Sight

Evolves from Drowzee at Level 26

098 KRABBY (WATER)

SKILLS

L1: Bubble	L23: Stomp
L5: Leer	L27: Guillotine
L12: Vicegrip	L34: Protect
L16: Harden	L41: Crabhammer

Rock Smash, Requires Fishing Rod

099 KINGLER (WATER)

SKILLS

L1: Bubble	L23: Stomp
L5: Leer	L27: Guillotine
L12: Vicegrip	L38: Protect
L16: Harden	L49: Crabhammer

Evolves from Krabby at Level 28
Requires Fishing Rod

100 VOLTORB (ELECTRIC)

SKILLS

L9: Screech	L33: Light Screen
L17: Sonicboom	L37: Swift
L23: Selfdestruct	L39: Explosion
L29: Rollout	L41: Mirror Coat

Hatch from Egg in Daycare

101 ELECTRODE (ELECTRIC)

SKILLS

L9: Screech	L34: Light Screen
L17: Sonicboom	L40: Swift
L23: Selfdestruct	L44: Explosion
L29: Rollout	L48: Mirror Coat

Evolves from Voltorb at Level 30

102 EXEGGCUTE (GRASS/PSYCHIC)

SKILLS

L1: Hypnosis	L25: Stun Spore
L7: Reflect	L31: Poisonpowder
L13: Leech Seed	L37: Sleep Powder
L19: Confusion	L43: Solarbeam

Hatch from Egg in Daycare,
Use Headbutt in Johto's Wooded Areas

103 EXEGGUTOR (GRASS/PSYCHIC)

SKILLS

L1: Barrage	L31: Egg Bomb
L1: Hypnosis	
L1: Confusion	
L19: Stomp	

Evolves from Exeggcute with Leaf Stone

104 CUBONE (GROUND)

SKILLS

L13: Headbutt	L29: Rage
L17: Leer	L33: False Swipe
L21: Focus Energy	L37: Thrash
L25: Bonemerang	L41: Bone Rush

Hatch from Egg in Daycare,
Win at Goldenrod City Game Corner

105 MAROWAK (GROUND)

SKILLS

L13: Headbutt	L32: Rage
L17: Leer	L39: False Swipe
L21: Focus Energy	L46: Thrash
L25: Bonemerang	L53: Bone Rush

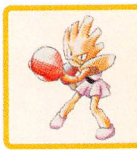
Evolves from Cubone at Level 28

106 HITMONLEE (FIGHTING)

SKILLS

L16: Jump Kick	L36: Foresight
L21: Focus Energy	L41: Endure
L26: Hi Jump Kick	L46: Mega Kick
L31: Mind Reader	L51: Reversal

Evolves from Tyrogue at Level 20
(Attack must be greater than Defense)



107 HITMONCHAN (FIGHTING)

SKILLS

L13: Pursuit	L32: Mach Punch
L26: Thunderpunch	L38: Mega Punch
L26: Ice Punch	L44: Detect
L26: Fire Punch	L50: Counter

Evolves from Tyrogue at Level 20
(Attack must be less than Defense)

108 LICKITUNG (NORMAL)

SKILLS

L1: Lick	L25: Wrap
L7: Supersonic	L31: Disable
L13: Defense Curl	L37: Slam
L19: Stomp	L43: Screech

Hatch from Egg in Daycare

109 KOFFING (POISON)

SKILLS

L1: Tackle	L25: Smokescreen
L9: Smog	L33: Haze
L17: Selfdestruct	L41: Explosion
L21: Sludge	L45: Destiny Bond

Hatch from Egg in Daycare

110 WEEZING (POISON)

SKILLS

L1: Tackle	L25: Smokescreen
L9: Smog	L33: Haze
L17: Selfdestruct	L44: Explosion
L21: Sludge	L51: Destiny Bond

Evolves from Koffing at Level 35

111 RHYHORN (GROUND/ROCK)

SKILLS

L1: Horn Attack	L31: Scary Face
L1: Tail Whip	L37: Horn Drill
L13: Stomp	L43: Take Down
L19: Fury Attack	L55: Earthquake

Hatch from Egg in Daycare

112 RHYDON (GROUND/ROCK)

SKILLS

L1: Horn Attack	L31: Scary Face
L1: Tail Whip	L37: Horn Drill
L13: Stomp	L54: Take Down
L19: Fury Attack	L66: Earthquake

Evolves from Rhyhorn at Level 42

113 CHANSEY (NORMAL)

SKILLS

L13: Soft Boiled	L17: Leer
L21: Focus Energy	L26: Boomerang
L29: Rage	L33: False Swipe
L37: Thrash	L41: Bone Rush

Hatch from Egg in Daycare

114 TANGELA (GRASS)

SKILLS

L10: Absorb	L31: Mega Drain
L13: Poisonpowder	L34: Stun Spore
L19: Vine Whip	L40: Slam
L25: Bind	L46: Growth

Hatch from Egg in Daycare

115 KANGASKHAN (NORMAL)

SKILLS

L7: Leer	L31: Rage
L13: Bite	L37: Endure
L19: Tail Whip	L43: Dizzy Punch
L25: Mega Punch	L49: Reversal

Hatch from Egg in Daycare

116 HORSEA (WATER)

SKILLS

L1: Bubble	L29: Twister
L8: Smokescreen	L36: Agility
L15: Leer	L43: Hydro Pump
L22: Water Gun	

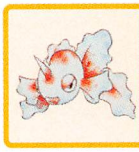
Hatch from Egg in Daycare, Catch While
Surfing, Requires Fishing Rod

117 SEADRA (WATER)

SKILLS

L1: Bubble	L29: Twister
L8: Smokescreen	L40: Agility
L15: Leer	L51: Hydro Pump
L22: Water Gun	

Evolves from Horsea at Level 32
Catch While Surfing, Requires Fishing Rod



118 GOLDEEN (WATER)

SKILLS

L1: Tail Whip	L29: Fury Attack
L10: Supersonic	L38: Waterfall
L15: Horn Attack	L43: Horn Drill
L24: Flail	L52: Agility

Hatch from Egg in Daycare, Catch While
Surfing, Requires Fishing Rod

119 SEAKING (WATER)

SKILLS

L1: Tail Whip	L29: Fury Attack
L10: Supersonic	L41: Waterfall
L15: Horn Attack	L49: Horn Drill
L24: Flail	L61: Agility

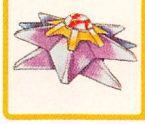
Evolves from Goldeen at Level 33
Catch While Surfing, Requires Fishing Rod

120 STARYU (WATER)

SKILLS

L7: Water Gun	L31: Bubblebeam
L13: Rapid Spin	L37: Minimize
L19: Recover	L43: Light Screen
L25: Swift	L50: Hydro Pump

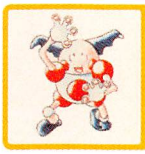
Hatch from Egg in Daycare,
Requires Fishing Rod



121 STARMIE (WATER/PSYCHIC)

SKILLS		
	L1: Tackle	L37: Confuse Ray
	L1: Rapid Spin	
	L1: Recover	
	L1: Bubblebeam	

Evolves from Staryu with Water Stone



122 MR. MIME (PSYCHIC)

SKILLS		
	L16: Meditate	L31: Encore
	L21: Doubleslap	L36: Psybeam
	L26: Light Screen	L41: Baton Pass
	L26: Reflect	L46: Safeguard

Hatch from Egg in Daycare,
Win at Celadon City Game Corner

123 SCYTHER (BUG/FLYING)

SKILLS		
	L6: Focus Energy	L30: Wing Attack
	L12: Pursuit	L36: Slash
	L18: False Swipe	L42: Swords Dance
	L24: Agility	L48: Double Team

Hatch from Egg in Daycare,
Catch in Bug-Catching Contest

124 JYNX (ICE/PSYCHIC)

SKILLS		
	L9: Lovely Kiss	L35: Mean Look
	L13: Powder Snow	L41: Body Slam
	L21: Doubleslap	L51: Perish Song
	L25: Ice Punch	L57: Blizzard

Evolves from Smoochum at Level 30

125 ELECTABUZZ (ELECTRIC)

SKILLS		
	L1: Quick Attack	L25: Swift
	L1: Leer	L36: Screech
	L9: Thunderpunch	L47: Thunderbolt
	L17: Light Screen	L59: Thunder

Evolves from Elekid at Level 30

126 MAGMAR (FIRE)

SKILLS		
	L7: Leer	L33: Sunny Day
	L13: Smog	L41: Flamethrower
	L19: Fire Punch	L49: Confuse Ray
	L25: Smokescreen	L57: Fire Blast

Evolves from Magby at Level 30

127 PINSIR (BUG)

SKILLS		
	L1: Vicegrip	L25: Harden
	L7: Focus Energy	L31: Guillotine
	L13: Bind	L37: Submission
	L19: Seismic Toss	L43: Swords Dance

Hatch from Egg in Daycare,
Catch in Bug-Catching Contest

128 TAUROS (NORMAL)

SKILLS		
	L4: Tail Whip	L26: Pursuit
	L8: Rage	L34: Rest
	L13: Horn Attack	L43: Thrash
	L19: Scary Face	L53: Take Down

Hatch from Egg in Daycare

129 MAGIKARP (WATER)

SKILLS		
	L1: Splash	
	L15: Tackle	
	L30: Flail	

Hatch from Egg in Daycare,
Catch While Surfing, Requires Fishing Rod

130 GYARADOS (WATER/FLYING)

SKILLS		
	L1: Thrash	L35: Twister
	L20: Bite	L40: Hydro Pump
	L25: Dragon Rage	L45: Rain Dance
	L30: Leer	L50: Hyper Beam

Evolves from Magikarp at Level 20
Catch While Surfing, Requires Fishing Rod,

131 LAPRAS (WATER/ICE)

SKILLS		
	L8: Mist	L36: Ice Beam
	L15: Body Slam	L43: Rain Dance
	L22: Confuse Ray	L50: Safeguard
	L29: Perish Song	L57: Hydro Pump

Hatch from Egg in Daycare

132 DITTO (NORMAL)

SKILLS		
	L1: Transform	

Hatch from Egg in Daycare

133 EEVEE (NORMAL)

SKILLS		
	L1: Tail Whip	L23: Quick Attack
	L1: Tackle	L30: Bite
	L8: Sand-Attack	L38: Baton Pass
	L16: Growl	L42: Take Down

Hatch from Egg in Daycare,
Win at Celedon City Game Corner

134 VAPOREON (WATER)

SKILLS		
	L8: Sand-Attack	L36: Aurora Beam
	L16: Water Gun	L42: Haze
	L23: Quick Attack	L47: Acid Armor
	L30: Bite	L52: Hydro Pump

Evolves from Eevee With Water Stone

135 JOLTEON (ELECTRIC)

SKILLS		
	L8: Sand-Attack	L36: Pin Missile
	L16: Thundershock	L42: Thunder Wave
	L23: Quick Attack	L47: Agility
	L30: Double Kick	L52: Thunder

Evolves from Eevee with Thunder Stone

136 FLAREON (FIRE)

SKILLS		
	L8: Sand-Attack	L36: Fire Spin
	L16: Ember	L42: Smog
	L23: Quick Attack	L47: Leer
	L30: Bite	L52: Flamethrower

Evolves from Eevee with Fire Stone

137 PORYGON (NORMAL)

SKILLS		
	L1: Conversion	L24: Sharpen
	L9: Agility	L32: Lock On
	L12: Psybeam	L36: Tri Attack
	L20: Recover	L44: Zap Cannon

Hatch from Egg in Daycare,
Win at Celadon City Game Center

138 OMANYTE (ROCK/WATER)

SKILLS		
	L1: Constrict	L31: Leer
	L1: Withdraw	L37: Protect
	L13: Bite	L49: Ancientpower
	L19: Water Gun	L55: Hydro Pump

Hatch from Egg in Daycare
Import from Pokémon Red, Blue or Yellow

139 OMASTAR (ROCK/WATER)

SKILLS		
	L1: Withdraw	L37: Protect
	L13: Bite	L40: Spike Cannon
	L19: Water Gun	L54: Ancientpower
	L31: Leer	L65: Hydro Pump

Evolves from Omanyte at Level 40
Import from Pokémon Red, Blue or Yellow

140 KABUTO (ROCK/WATER)

SKILLS		
	L1: Scratch	L28: Sand-Attack
	L1: Harden	L37: Endure
	L10: Absorb	L46: Mega Drain
	L19: Leer	L55: Ancientpower

Hatch from Egg in Daycare
Import from Pokémon Red, Blue or Yellow

141 KABUTOPS (ROCK/WATER)

SKILLS		
	L1: Harden	L37: Endure
	L10: Absorb	L40: Slash
	L19: Leer	L51: Mega Drain
	L26: Sand-Attack	L59: Ancientpower

Evolves from Kabuto at Level 40
Import from Pokémon Red, Blue or Yellow

142 AERODACTYL (ROCK/FLYING)

SKILLS		
	L1: Wing Attack	L29: Ancientpower
	L8: Agility	L36: Scary Face
	L15: Bite	L43: Take Down
	L22: Supersonic	L50: Hyper Beam

Hatch from Egg in Daycare

143 SNORLAX (NORMAL)

SKILLS		
	L15: Defense Curl	L36: Rest
	L22: Belly Drum	L43: Body Slam
	L29: Headbutt	L50: Rollout
	L38: Snore	L57: Hyper Beam

Hatch from Egg in Daycare

144 ARTICUNO (ICE/FLYING)

SKILLS		
	L1: Gust	L37: Mind Reader
	L1: Powder Snow	L49: Ice Beam
	L13: Mist	L61: Reflect
	L25: Agility	L73: Blizzard

Import from Pokémon Red, Blue or Yellow

145 ZAPDOS (ELECTRIC/FLYING)

SKILLS		
	L1: Peck	L37: Detect
	L1: Thundershock	L49: Drill Peck
	L13: Thunderwave	L61: Light Screen
	L25: Agility	L73: Thunder

Import from Pokémon Red, Blue or Yellow

146 MOLTRES (FIRE/FLYING)

SKILLS		
	L1: Wing Attack	L37: Endure
	L1: Ember	L49: Flamethrower
	L13: Fire Spin	L61: Safeguard
	L25: Agility	L73: Sky Attack

Import from Pokémon Red, Blue or Yellow

147 DRATINI (DRAGON)

SKILLS		
	L8: Thunderwave	L36: Agility
	L15: Twister	L43: Safeguard
	L22: Dragon Rage	L50: Outrage
	L29: Slam	L57: Hyper Beam

Hatch from Egg in Daycare, Catch While
Surfing, Requires Fishing Rod

148 DRAGONAIR (DRAGON)

SKILLS		
	L8: Thunderwave	L39: Agility
	L15: Twister	L47: Safeguard
	L22: Dragon Rage	L56: Outrage
	L29: Slam	L65: Hyper Beam

Evolves from Dratini at Level 30
Requires Fishing Rod

149 DRAGONITE (DRAGON/FLYING)

SKILLS		
	L8: Thunderwave	L38: Agility
	L15: Twister	L47: Safeguard
	L22: Dragon Rage	L61: Outrage
	L29: Slam	L75: Hyper Beam

Import from Pokémon Red, Blue or Yellow

150 MEWTWO (PSYCHIC)

SKILLS		
	L22: Swift	L66: Psychic
	L33: Psych Up	L77: Amnesia
	L44: Future Sight	L88: Recover
	L55: Mist	L99: Safeguard

Import from Pokémon Red, Blue or Yellow

151 MEW (PSYCHIC)

SKILLS		
	L1: Pound	L40: Psychic
	L10: Transform	L50: Ancientpower
	L20: Mega Punch	
	L30: Metronome	

Must be given to player by Nintendo

152 CHIKORITA (GRASS)

SKILLS		
	L8: Razor Leaf	L29: Body Slam
	L12: Reflect	L36: Light Screen
	L15: PoisonPowder	L43: Safeguard
	L22: Synthesis	L50: Solarbeam

Hatch from Egg in Daycare,

153 BAYLEEF (GRASS)

SKILLS		
	L8: Razor Leaf	L31: Body Slam
	L12: Reflect	L39: Light Screen
	L15: PoisonPowder	L47: Safeguard
	L22: Synthesis	L55: Solarbeam

Evolves from Chikorita at Level 16

154 MEGANIUM (GRASS)

SKILLS

L8: Razor Leaf	L31: Body Slam
L12: Reflect	L41: Light Screen
L16: PoisonPowder	L51: Safeguard
L23: Synthesis	L61: Solarbeam

Evolves from Bayleef at Level 32

155 CYNDAQUIL (FIRE)

SKILLS

L1: Tackle	L19: Quick Attack
L1: Leer	L27: Flame Wheel
L8: Smokescreen	L38: Swift
L12: Ember	L48: Flamethrower

Hatch from Egg in Daycare

156 QUILAVA (FIRE)

SKILLS

L1: Tackle	L21: Quick Attack
L1: Leer	L31: Flame Wheel
L8: Smokescreen	L42: Swift
L12: Ember	L54: Flamethrower

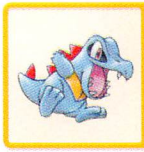
Evolves from Cyndaquil at Level 14

157 TYPHLOSION (FIRE)

SKILLS

L1: Tackle	L21: Quick Attack
L1: Leer	L34: Flame Wheel
L8: Smokescreen	L46: Swift
L12: Ember	L60: Flamethrower

Evolves from Quilava at Level 36



158 TOTODILE (WATER)

SKILLS

L1: Leer	L27: Scary Face
L7: Rage	L35: Slash
L13: Water Gun	L43: Screech
L20: Bite	L52: Hydro Pump

Hatch from Egg in Daycare

159 CROCONAW (WATER)

SKILLS

L1: Leer	L28: Scary Face
L7: Rage	L37: Slash
L13: Water Gun	L46: Screech
L21: Bite	L55: Hydro Pump

Evolves from Totodile at Level 18

160 FERALIGATR (WATER)

SKILLS

L1: Leer	L28: Scary Face
L7: Rage	L38: Slash
L13: Water Gun	L47: Screech
L21: Bite	L68: Hydro Pump

Evolves from Croconaw at Level 30

161 SENTRET (NORMAL)

SKILLS

L1: Tackle	L26: Slam
L6: Defense Curl	L33: Rest
L11: Quick Attack	L41: Amnesia
L17: Fury Swipes	

Hatch from Egg in Daycare

162 FURRET (NORMAL)

SKILLS

L1: Scratch	L28: Slam
L6: Defense Curl	L36: Rest
L11: Quick Attack	L42: Amnesia
L18: Fury Swipes	

Evolves from Sentret at Level 15

163 HOOTHOOT (NORMAL/FLYING)

SKILLS

L1: Growl	L22: Reflect
L6: Foresight	L29: Take Down
L11: Peck	L34: Confusion
L16: Hypnosis	L40: Dream Eater

Hatch from Egg in Daycare,
Use Headbutt in Johto's Wooded Areas

164 NOCTOWL (NORMAL/FLYING)

SKILLS

L1: Growl	L25: Reflect
L6: Foresight	L33: Take Down
L11: Peck	L41: Confusion
L16: Hypnosis	L57: Dream Eater

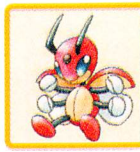
Evolves from Hoothoot at Level 20
Use Headbutt in Johto's Wooded Areas

165 LEDYBA (BUG/FLYING)

SKILLS

L15: Comet Punch	L29: Baton Pass
L22: Light Screen	L36: Swift
L22: Safeguard	L43: Agility
L22: Reflect	L50: Double-Edge

Hatch from Egg in Daycare,
Use Headbutt in Johto's Wooded Areas



166 LEDIAN (BUG/FLYING)

SKILLS

L15: Comet Punch	L33: Baton Pass
L24: Light Screen	L42: Swift
L24: Safeguard	L51: Agility
L24: Reflect	L60: Double-Edge

Evolves from Ledyba at Level 18

167 SPINARAK (BUG/POISON)

SKILLS

L8: Scary Face	L36: Fury Swipes
L11: Constrict	L37: Spider Web
L17: Night Shade	L45: Agility
L23: Leech Life	L53: Psychic

Hatch from Egg in Daycare,
Use Headbutt in Johto's Wooded Areas

168 ARIADOS (BUG/POISON)

SKILLS

L8: Scary Face	L34: Fury Swipes
L11: Constrict	L43: Spider Web
L17: Night Shade	L53: Agility
L25: Leech Life	L63: Psychic

Evolves from Spinarak at Level 22

169 CROBAT (POISON/FLYING)

SKILLS

L1: Screech	L19: Confuse Ray
L1: Leech Life	L30: Wing Attack
L8: Supersonic	L42 Moon Look
L12: Bite	L55: Haze

Evolves from Golbat (Friendship)

170 CHINCHOU (WATER/ELECTRIC)

SKILLS

L1: Thunder Wave	L26: Spark
L5: Supersonic	L29: Confuse Ray
L13: Flail	L37: Take Down
L17: Water Gun	L41: Hydro Pump

Hatch from Egg in Daycare,
Requires Fishing Rod

171 LANTURN (WATER/ELECTRIC)

SKILLS

L1: Thunder Wave	L26: Spark
L5: Supersonic	L33: Confuse Ray
L13: Flail	L45: Take Down
L17: Water Gun	L53: Hydro Pump

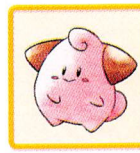
Evolves from Chinchou at Level 27
Requires Fishing Rod

172 PICHU (ELECTRIC)

SKILLS

L1: Thundershock	L11: Sweet Kiss
L1: Charm	
L6: Tail Whip	
L8: Thunder Wave	

Hatch at Pokémon Breeding Center



173 CLEFFA (NORMAL)

SKILLS

L1: Pound	L13: Sweet Kiss
L1: Charm	
L4: Encore	
L8: Sing	

Hatch at Pokémon Breeding Center

174 IGGLYBUFF (NORMAL)

SKILLS

L1: Sing	L14: Sweet Kiss
L1: Charm	
L4: Defense Curl	
L8: Pound	

Hatch at Pokémon Breeding Center

175 TOGEPI (NORMAL)

SKILLS

L1: Growl	L25: Encore
L1: Charm	L31: Safeguard
L7: Metronome	L38: Double-Edge
L18: Sweet Kiss	

Hatch from Egg in Daycare

176 TOGETIC (NORMAL/FLYING)

SKILLS

L1: Growl	L25: Encore
L1: Charm	L31: Safeguard
L7: Metronome	L38: Double-Edge
L18: Sweet Kiss	

Evolves from Togepi (Friendship)

177 NATU (PSYCHIC/FLYING)

SKILLS

L1: Peck	L30: Future Sight
L1: Leer	L40: Confuse Ray
L10: Night Shade	L50: Psychic
L20: Teleport	

Hatch from Egg in Daycare

178 XATU (PSYCHIC/FLYING)

SKILLS

L1: Peck	L36: Future Sight
L1: Leer	L50: Confuse Ray
L10: Night Shade	L65: Psychic
L20: Teleport	

Evolves from Natu at Level 25

179 MAREEP (ELECTRIC)

SKILLS

L1: Tackle	L23: Cotton Spore
L1: Growl	L30: Light Screen
L9: Thundershock	L37: Thunder
L18: Thunder Wave	

Hatch from Egg in Daycare

180 FLAAFFY (ELECTRIC)

SKILLS

L1: Tackle	L27: Cotton Spore
L1: Growl	L36: Light Screen
L9: Thundershock	L48: Thunder
L18: Thunder Wave	

Evolves from Mareep at Level 15

181 AMPHAROS (ELECTRIC)

SKILLS

L1: Tackle	L27: Cotton Spore
L1: Growl	L30: Thunder Punch
L9: Thundershock	L42: Light Screen
L18: Thunder Wave	L57: Thunder

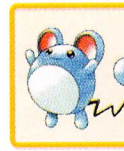
Evolves from Flaaffy at Level 30

182 BELLOSSOM (GRASS)

SKILLS

L1: Absorb	L55: Solarbeam
L1: Sweet Scent	
L1: Stun Spore	
L1: Petal Dance	

Evolves from Gloom with Sun Stone



183 MARILL (WATER)

SKILLS

L1: Tackle	L15: Rollout
L3: Defense Curl	L21: BubbleBeam
L6: Tail Whip	L29: Double-Edge
L10: Water Gun	L36: Rain Dance

Hatch from Egg in Daycare,
Catch While Surfing

184 AZUMARILL (WATER)

SKILLS

L3: Defense Curl	L29: BubbleBeam
L6: Tail Whip	L36: Take Down
L10: Water Gun	L36: Double-Edge
L15: Rollout	L48: Rain Dance

Evolves from Marill at Level 18

185 SUDOWOODO (ROCK)

SKILLS

L1: Rock Throw	L26: Rock Slide
L1: Mimic	L37: Faint Attack
L10: Flail	L48: Slam
L19: Low Kick	

Hatch from Egg in Daycare

186 POLITOED (WATER)

SKILLS

L1: Water Gun	L51: Swagger
L1: Hypnosis	
L1: Doubleslap	
L35: Perish Song	

Evolves from Poliwhirl with King's Rock

187 HOPPIP (GRASS/FLYING)

SKILLS

L5: Tail Whip	L17: Sleep Powder
L10: Tackle	L20: Leech Seed
L13: Poisonpowder	L25: Cotton Spore
L15: Stun Spore	L30: Mega Drain

Hatch from Egg in Daycare

188 SKIPLOOM (GRASS/FLYING)

SKILLS

L5: Tail Whip	L17: Sleep Powder
L10: Tackle	L22: Leech Seed
L13: Poisonpowder	L29: Cotton Spore
L15: Stun Spore	L36: Mega Drain

Evolves from Hoppip at Level 18

189 JUMPLUFF (GRASS/FLYING)

SKILLS

L5: Tail Whip	L17: Sleep Powder
L10: Tackle	L22: Leech Seed
L13: Poisonpowder	L33: Cotton Spore
L15: Stun Spore	L44: Mega Drain

Evolves from Skiploom at Level 27

190 AIPOM (NORMAL)

SKILLS

L1: Scratch	L19: Fury Swipes
L1: Tail Whip	L27: Swift
L6: Sand-Attack	L36: Screech
L12: Baton Pass	L48: Agility

Hatch from Egg in Daycare,
Use Headbutt in Johto's Mountain areas

191 SUNKERN (GRASS)

SKILLS

L1: Absorb	L31: Synthesis
L4: Growth	L46: Giga Drain
L10: Mega Drain	
L19: Sunny Day	

Hatch from Egg in Daycare

192 SUNFLORA (GRASS)

SKILLS

L1: Absorb	L19: Sunny Day
L1: Pound	L31: Petal Dance
L4: Growth	L46: Solarbeam
L10: Razor Leaf	

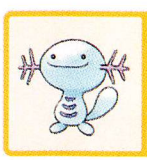
Evolves from Sunkern with Sun Stone

193 YANMA (BUG/FLYING)

SKILLS

L1: Foresight	L25: Detect
L7: Quick Attack	L31: Supersonic
L13: Double Team	L37: Wing Attack
L19: Sonicboom	L43: Screech

Hatch from Egg in Daycare



194 WOOPER (WATER/GROUND)

SKILLS

L1: Water Gun	L31: Earthquake
L1: Tail Whip	L41: Rain Dance
L11: Slam	L51: Mist
L21: Amnesia	L51: Haze

Hatch from Egg in Daycare,
Catch While Surfing

195 QUAGSIRE (WATER/GROUND)

SKILLS

L1: Water Gun	L35: Earthquake
L1: Tail Whip	L47: Rain Dance
L11: Slam	L59: Mist
L23: Amnesia	L59: Haze

Evolves from Wooper at Level 20
Catch While Surfing

196 ESPEON (PSYCHIC)

SKILLS

L8: Sand-Attack	L36: Psybeam
L16: Confusion	L42: Psych Up
L23: Quick Attack	L47: Psychic
L30: Swift	L52: Morning Sun

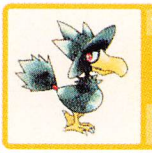
Evolves from Eevee
(Friendship, Morning/Day)

197 UMBREON (DARK)

SKILLS

L8: Sand-Attack	L36: Faint Attack
L16: Pursuit	L42: Mean Look
L23: Quick Attack	L47: Screech
L30: Confuse Ray	L52: Moonlight

Evolves from Eevee (Friendship, Night)



198 MURKROW (DARK/FLYING)

SKILLS

L1: Peck	L31: Faint Attack
L11: Pursuit	L41: Mean Look
L18: Haze	
L26: Night Shade	

Hatch from Egg in Daycare

199 SLOWKING (WATER/PSYCHIC)

SKILLS

L1: Tackle	L29: Disable
L6: Growl	L34: Headbutt
L15: Water Gun	L43: Swagger
L20: Confusion	L48: Psychic

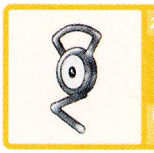
Evolves from Slowpoke with King's Rock

200 MISDREAVUS (GHOST)

SKILLS

L1: Growl	L19: Mean Look
L1: Paywave	L27: Paybeam
L6: Spite	L36: Pain Split
L12: Confuse Ray	L46: Perish Song

Hatch from Egg in Daycare

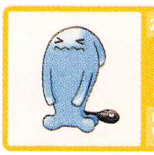


201 UNOWN (PSYCHIC)

SKILLS

L1: Hidden Power	

Ruins of Alph



202 WOBBUFFET (PSYCHIC)

SKILLS

L1: Counter	
L1: Mirror Coat	
L1: Safeguard	
L1: Destiny Bond	

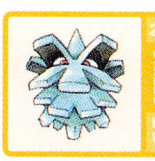
Hatch from Egg in Daycare,
Win at Goldenrod City Game Corner

203 GIRAFARIG (NORMAL/PSYCHIC)

SKILLS

L1: Tackle	L20: Agility
L1: Growl	L30: Baton Pass
L7: Confusion	L41: Paybeam
L13: Stomp	L54: Crunch

Hatch from Egg in Daycare

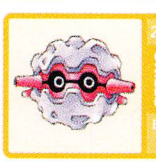


204 PINECO (BUG)

SKILLS

L1: Protect	L29: Bide
L8: Selfdestruct	L36: Explosion
L15: Take Down	L43: Spikes
L22: Rapid Spin	L50: Double-Edge

Hatch from Egg in Daycare,
Use Headbutt in Johto's Wooded Areas



205 FORRETRESS (BUG/STEEL)

SKILLS

L1: Protect	L29: Bide
L8: Selfdestruct	L39: Explosion
L15: Take Down	L49: Spikes
L22: Rapid Spin	L59: Double-Edge

Evolves from Pineco at Level 31

206 DUNSPARCE (NORMAL)

SKILLS

L1: Rage	L26: Pursuit
L5: Defense Curl	L30: Screech
L13: Glare	L38: Take Down
L18: Spite	

Hatch from Egg in Daycare

207 GLIGAR (GROUND/FLYING)

SKILLS

L1: Poison Sting	L28: Faint Attack
L8: Sand-Attack	L36: Slash
L13: Harden	L44: Screech
L20: Quick Attack	L52: Guillotine

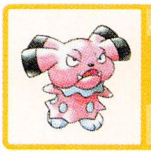
Hatch from Egg in Daycare

208 STEELIX (STEEL/GROUND)

SKILLS

L1: Screech	L27: Rage
L10: Bind	L36: Sandstorm
L14: Rock Throw	L40: Slam
L23: Harden	L48: Crunch

Evolves from Onix With Metal Coat

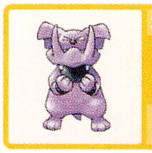


209 SNUBBULL (NORMAL)

SKILLS

L1: Scary Face	L19: Lick
L4: Tail Whip	L26: Roar
L8: Charm	L34: Rage
L13: Bite	L43: Take Down

Hatch from Egg in Daycare



210 GRANBULL (NORMAL)

SKILLS

L1: Scary Face	L19: Lick
L4: Tail Whip	L28: Roar
L8: Charm	L36: Rage
L13: Bite	L51: Take Down

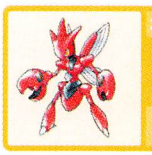
Evolves from Snubbull at Level 23

211 QUILFISH (WATER/POISON)

SKILLS

L1: Poison Sting	L19: Water Gun
L1: Spikes	L28: Pin Missile
L10: Harden	L37: Take Down
L10: Minimize	L46: Hydro Pump

Hatch from Egg in Daycare,
Requires Fishing Rod

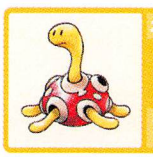


212 SCIZOR (BUG/STEEL)

SKILLS

L6: Focus Energy	L30: Metal Claw
L12: Pursuit	L36: Slash
L18: False Swipes	L42: Swords Dance
L24: Agility	L48: Double Team

Evolves from Scyther with Metal Coat

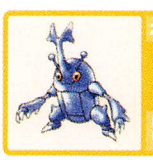


213 SHUCKLE (BUG/ROCK)

SKILLS

L1: Constrict	L23: Safeguard
L1: Withdraw	L28: Bide
L9: Wrap	L37: Rest
L14: Encore	

Hatch from Egg in Daycare,
Use Rock Smash



214 HERACROSS (BUG/FIGHTING)

SKILLS

L1: Leer	L27: Counter
L6: Horn Attack	L35: Take Down
L12: Endure	L44: Reversal
L19: Fury Attack	L54: Megahorn

Hatch from Egg in Daycare,
Use Headbutt in Johto's Mountain Areas

215 SNEASEL (DARK/ICE)

SKILLS

L9: Quick Attack	L41: Agility
L17: Screech	L49: Slash
L25: Faint Attack	L57: Beat Up
L33: Fury Swipes	L65: Metal Claw

Hatch from Egg in Daycare

216 TEDDIURSA (NORMAL)

SKILLS

L1: Leer	L29: Rest
L8: Lick	L36: Slash
L15: Fury Swipes	L43: Snore
L22: Faint Attack	L50: Thrash

Hatch from Egg in Daycare

217 URSARING (NORMAL)

SKILLS

L1: Leer	L29: Rest
L8: Lick	L39: Slash
L15: Fury Swipes	L49: Snore
L22: Faint Attack	L59: Thrash

Evolves from Teddiursa at Level 30

218 SLUGMA (FIRE)

SKILLS

L1: Smog	L29: Amnesia
L8: Ember	L36: Flamethrower
L15: Rock Throw	L43: Rock Slide
L22: Harden	L50: Body Slam

Hatch from Egg in Daycare

219 MAGCARGO (FIRE/ROCK)

SKILLS

L1: Smog	L29: Amnesia
L8: Ember	L38: Flamethrower
L15: Rock Throw	L48: Rock Slide
L22: Harden	L60: Body Slam

Evolves from Slugma at Level 38

220 SWINUB (ICE/GROUND)

SKILLS

L1: Tackle	L37: Mist
L10: Powder Snow	L46: Blizzard
L19: Endure	L55: Amnesia
L28: Take Down	

Hatch from Egg in Daycare

221 PILOSWINE (ICE/GROUND)

SKILLS

L1: Horn Attack	L33: Fury Attack
L10: Powder Snow	L42: Mist
L19: Endure	L56: Blizzard
L28: Take Down	L70: Amnesia

Evolves from Swinub at Level 33

222 CORSOLA (WATER/ROCK)

SKILLS

L1: Tackle	L25: Bubblebeam
L2: Harden	L31: Spike Cannon
L13: Bubble	L37: Mirror Coat
L19: Recover	L43: Ancientpower

Import from Pokémon Red, Blue or Yellow

223 REMORAID (WATER)

SKILLS

L1: Water Gun	L22: Bubble Beam
L11: Lock-On	L33: Focus Energy
L22: Psybeam	L44: Ice Beam
L22: Aurora Beam	L55: Hyper Beam

Hatch from Egg in Daycare,
Requires Fishing Rod

224 OCTILLERY (WATER)

SKILLS

L11: Constrict	L25: Octazooka
L22: Psybeam	L38: Focus Energy
L22: Aurora Beam	L54: Ice Beam
L22: Bubble Beam	L70: Hyper Beam

Evolves from Remoraid at Level 25

225 DELIBIRD (ICE/FLYING)

SKILLS

L1: Present	

Hatch from Egg in Daycare

226 MANTINE (WATER/FLYING)

SKILLS

L1: Tackle	L25: Take Down
L1: Bubble	L32: Agility
L10: Supersonic	L40: Wing Attack
L18: Bubblebeam	L49: Confuse Ray

Hatch from Egg in Daycare,
Catch While Surfing

227 SKARMORY (STEEL/FLYING)

SKILLS

L1: Leer	L25: Agility
L1: Peck	L37: Fury Attack
L13: Sand-Attack	L49: Steel Wing
L19: Swift	

Hatch from Egg in Daycare

228 HOUNDOUR (DARK/FIRE)

SKILLS

L1: Leer	L20: Bite
L1: Ember	L27: Faint Attack
L7: Roar	L35: Flamethrower
L13: Smog	L43: Crunch

Hatch from Egg in Daycar

229 HOUNDOOM (DARK/FIRE)

SKILLS

L1: Leer	L20: Bite
L1: Ember	L30: Faint Attack
L7: Roar	L41: Flamethrower
L13: Smog	L52: Crunch

Evolves from Houndour at Level 24

230 KINGDRA (WATER/DRAGON)

SKILLS

L1: Bubble	L29: Twister
L8: Smokescreen	L40: Agility
L15: Leer	L51: Hydro Pump
L22: Water Gun	

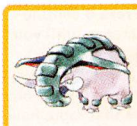
Evolves from Seadra with Dragon Scale

231 PHANPY (GROUND)

SKILLS

L1: Tackle	L25: Take Down
L1: Growl	L33: Rollout
L9: Defense Curl	L41: Endure
L17: Flail	L49: Double-Edge

Hatch from Egg in Daycare

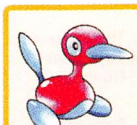


232 DONPHAN (GROUND)

SKILLS

L1: Horn Attack	L25: Fury Attack
L1: Growl	L33: Rollout
L9: Defense Curl	L41: Rapid Spin
L17: Flail	L49: Earthquake

Evolves from Phanpy at Level 25



233 PORYGON2 (NORMAL)

SKILLS

L1: Conversion	L24: Defense Curl
L9: Agility	L32: Lock-On
L12: Psybeam	L36: Tri Attack
L20: Recover	L44: Zap Cannon

Evolves from Porygon with Upgrade

234 STANTLER (NORMAL)

SKILLS

L1: Tackle	L31: Sand-Attack
L8: Leer	L40: Take Down
L15: Hypnosis	L49: Confuse Ray
L23: Stomp	

Hatch from Egg in Daycare

235 SMEARGLE (NORMAL)

SKILLS

L21: Sketch	L61: Sketch
L31: Sketch	L71: Sketch
L41: Sketch	L81: Sketch
L51: Sketch	L91: Sketch

Hatch from Egg in Daycare

236 TYROGUE (FIGHTING)

SKILLS

L1: Tackle	

Hatch from Egg in Daycare

237 HITMONTOP (FIGHTING)

SKILLS

L7: Focus Energy	L31: Counter
L13: Pursuit	L37: Agility
L19: Quick Attack	L43: Detect
L25: Rapid Spin	L49: Triple Kick

Evolves from Tyrogue at Level 20
(Attack must equal Defense)

238 SMOOCHUM (ICE/PSYCHIC)

SKILLS

L9: Sweet Kiss	L33: Mean Look
L13: Powder Snow	L37: Psychic
L21: Confusion	L45: Perish Song
L25: Sing	L49: Blizzard

Must Hatch at Pokémon Trading Center

239 ELEKID (ELECTRIC)

SKILLS

L1: Quick Attack	L25: Swift
L1: Leer	L33: Screech
L9: Thunderpunch	L41: Thunderbolt
L17: Light Screen	L49: Thunder

Must Hatch at Pokémon Trading Center

240 MAGBY (FIRE)

SKILLS

L7: Leer	L31: Sunny Day
L13: Smog	L37: Flamethrower
L19: Fire Punch	L43: Confuse Ray
L25: Smokescreen	L49: Fire Blast

Must Hatch at Pokémon Trading Center

241 MILTANK (NORMAL)

SKILLS

L4: Growl	L26: Bide
L8: Defense Curl	L34: Rollout
L13: Stomp	L43: Body Slam
L19: Milk Drink	L53: Heal Bell

Hatch from Egg in Daycare

242 BLISSEY (NORMAL)

SKILLS

L10: Softboiled	L28: Egg Bomb
L13: Doubleslap	L33: Defense Curl
L18: Minimize	L40: Light Screen
L23: Sing	L47: Double-Edge

Evolves from Chansey (Friendship)

243 RAIKOU (ELECTRIC)

SKILLS

L1: Bite	L41: Spark
L11: Thundershock	L51: Reflect
L21: Roar	L61: Crunch
L31: Quick Attack	L71: Thunder

Appears Randomly around Johto

244 ENTEI (FIRE)

SKILLS

L1: Leer	L41: Stomp
L11: Ember	L51: Flamethrower
L21: Roar	L61: Swagger
L31: Fire Spin	L71: Fire Blast

Appears Randomly around Johto

245 SUICUNE (WATER)

SKILLS

L1: Leer	L41: Aurora Beam
L11: Bubblebeam	L51: Mist
L21: Rain Dance	L61: Mirror Coat
L31: Gust	L71: Hydro Pump

Appears Randomly around Johto

246 LARVITAR (ROCK/GROUND)

SKILLS

L8: Sandstorm	L36: Scary Face
L15: Screech	L43: Crunch
L22: Rock Slide	L50: Earthquake
L29: Thrash	L57: Hyper Beam

Hatch from Egg in Daycare,
Win At Celadon City Game Corner

247 PUPITAR (ROCK/GROUND)

SKILLS

L8: Sandstorm	L38: Scary Face
L15: Screech	L47: Crunch
L22: Rock Slide	L56: Earthquake
L29: Thrash	L65: Hyper Beam

Evolves from Larvitar at Level 30

248 TYRANITAR (ROCK/DARK)

SKILLS

L8: Sandstorm	L38: Scary Face
L15: Screech	L47: Crunch
L22: Rock Slide	L61: Earthquake
L29: Thrash	L75: Hyper Beam

Evolves from Pupitar at Level 55

249 LUGIA (PSYCHIC/FLYING)

SKILLS

L22: Gust	L66: Swift
L33: Recover	L77: Whirlwind
L44: Hydro Pump	L88: Ancientpower
L55: Rain Dance	L99: Future Sight

Fulfill Task

250 HO-OH (FIRE/FLYING)

SKILLS

L22: Gust	L66: Swift
L33: Recover	L77: Whirlwind
L44: Fire Blast	L88: Ancientpower
L55: Sunny Day	L99: Future Sight

Fulfill Task

251 CELEBI (PSYCHIC/GRASS)

SKILLS

L1: Confusion	L20: Ancientpower
L1: Recover	L30: Future Sight
L1: Heal Bell	L40: Baton Pass
L10: Safeguard	L50: Perish Song

Must be given to you by Nintendo

ARMY MEN ADVANCE

Level Select

From the main menu, access the Password option. Now, put in this sequence of letters as shown: NQRDGTPB. You will then be able to access any level in the game.

BackTrack

Refill Ammunition: While playing the single-player game, press the SELECT button to bring up the game menu. On the menu screen, press L-Shift, Right, B, L-Shift, R-Shift, Left to access the BSBOD-SOM computer. Press the A button to use the password screen and enter the word, AMMO. Press the A button again to accept the code, and press SELECT to exit back to the game screen, where you will see your ammunition refilled.

CASTLEVANIA: CIRCLE OF THE MOON

Character Modes

From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode - Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode - Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode - Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

Thief Mode - Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

NAMCO MUSEUM

Non-Violent Galaga

In Galaga, you can get the enemies to stop shooting. To do this, you must first let all of the waves of enemies get into formation on the first stage. Once you do this, you may begin shooting the enemies, but make sure you leave the blue and yellow Galaga on the far, lower-left corner of the screen alone. Finish off all of the enemies except for this one. Wait for this enemy to dive at you and shoot; avoiding its bullets all the while. Wait until you notice it stop shooting at you (this will take a long time, so be patient), and let it pass a couple more times to make sure it has stopped. Now shoot it and end the stage. On the next stage, all of the enemies will come in formation as usual, but they will not fire at you! Now you can play the rest of the game without enemies shooting at you.

FIRE PRO WRESTLING

All Wrestlers Available

From the main menu, choose Edit. On the next screen, choose Edit Wrestler. On the Wrestler Edit menu, access the Name Entry screen. Now put in the word ALL for the nickname, the first name as STYLE, and the last name as CLEAR. Make sure you use all capital letters. Now press the START button. Press B continuously to move backward through the screens until you reach the main menu once more. Choose Exhibition from the Main Menu screen and begin a single, one-player match. Now when you scroll through the list of wrestlers in each league, you will notice that more have been added to the list. Here is a list of the new wrestlers found in each league:

APW
OMEGA ..... The Lastman
KLEEBO ..... The Runner
MUSCI ..... Godfather

AWG
KILLA ..... Darkman
MANN ..... Slim Jim
OHHASHI ..... Dragon Soldier

ECLIPSE
SAEBA ..... The Fight King

H-CLASS
HIGAKI ..... The Clone
DOCKEN ..... The Killer

GRAPPLE
NICK ..... Mr. Perfect
ALEVIN ..... The Titan
FAGG ..... The Stylist

FREE
NOGAWA ..... Judo Master
KAGURA ..... Kabukiman
DANGER ..... The Arab
TIGER ..... The Untamed

LEGEND
RIKIOZAN ..... Zeus the Moose
KLAUSER ..... Commandant
FAZE ..... The Champ
KHAN ..... The Mongolian
BULL ..... The Brain
ROZHMOV ..... The Mountain
ROCHE ..... The Lost Boy
BRIGHT ..... The Inventor
MAVERICK ..... Mad Dog
McLand ..... Shamrock

VJP
MUSASHI ..... The Legend
RIKIMARU ..... The Patriot
MASA ..... Dr. Voodoo
YAMAMOTO ..... The Master
WAKAMOTO ..... Drill Sgt.
PANTHER ..... Fantastic Hero
KID ..... Mad Bomber
IGARASHI ..... Dark Hunter

OJP
SHIBA ..... Super Giant
TOMMY ..... The A-Bomb
YAJIMA ..... The 49er
BOGGY ..... Dr. Nuke
PEACE ..... The Peacemaker
HARRY ..... The Lone Star

IW
HAICHI ..... White Thunder
KISHITA ..... Mad Bull

YUKIGUNI
CONDOR ..... The Condor
EAGLE ..... The Eagle

DRAGON
AZTECA ..... Shining Dragon

PINOBEE

Secret Transformation

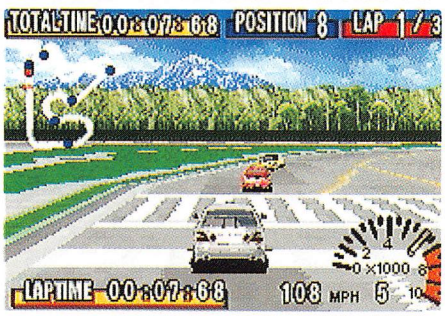
Once you get all 16 regular items from one color category, the Queen and King Items will be available. Normal items will be in the Item Capsules on the map. Collect these two items to be transformed into Super Pinobee.

F-ZERO: MAXIMUM VELOCITY

Easy Access to Jet Vermillion

(Note: At the time of this writing, the listed web site URL is in service, but subject to change.) Now you can get the Jet Vermillion vehicle by just entering a password! First, you must have access to the internet and a web browser. In your browser, type in - http://www.nintendo.co.jp/n08/afzj/vermil/index.html to access the Japanese web site. Scroll to the bottom of the page and you will see a keypad with numbers, letters and symbols on it. Enter the name of your game file by pressing the keys of the keypad with your mouse. You will see three buttons underneath the keypad. When you are finished entering the file name, click the one on the far right. This will bring up another page with a password in large, white letters. This is the password that will give you access to Jet Vermillion. Now go to your game and choose Grand Prix mode. At the ship selection screen, press L-Shift, R-Shift, START, R-Shift, L-Shift, SELECT. A password screen will appear. Enter the password you saw on the web site and you will hear a sound. Go back to the ship selection screen and scroll up until you see Jet Vermillion. Now you can play as the hidden car!

GT ADVANCE: CHAMPIONSHIP RACING



Access More

On the title screen, press and hold the L-Shift+R-Shift buttons, then enter the codes below. You'll hear a sound if you entered the trick correctly.

Extra 1 - Hold Right and press B.

Extra 2 - Hold Left and press B.

Ending Credits - Hold Up and press B.

All Cars Available - On the Title screen (where Press Start Button is flashing), press and hold L+R+Up+Left. While holding these buttons, press B. All of the cars in Quick Race, Time Attack and Practice mode will be open.

Every Track Open - On the Title screen (where Press Start Button is flashing), press and hold L+R +Up+Right. While holding these buttons, press B. All of the tracks in Quick Race, Time Attack and Practice mode will be open.

All Tune-Ups Available - On the Title screen (where "Press Start Button" is flashing), press and hold L+R+Down+Right. While holding these buttons, press B. All of the tune-ups in Quick Race, Time Attack and Practice mode will be open.

IRIDION 3D

Level and Boss Select

On the title screen, move down until you access the "Password" option. On the password screen, put in the following codes (Make sure to include the * symbols at the beginning and end of the passwords). First, enter *S3L3CT0N* and when you are taken back to the title screen, enter the Password option again and put in *SH0WT1M3* for the second password. You will be automatically taken to the "Options" screen. The Last two options will be "Start Level" and "Start at Boss." From here you can start at the beginning of any level, or you can choose a level number and choose to start at the boss of that level. During the game, press SELECT to end the current level and return to the title screen.

PAC-MAN COLLECTION

Pac-Attack Passwords

On the Pac-Attack main menu, choose Puzzle Mode. Move to the Password option and then enter any of the following codes to advance to that level in the game.

Level 50	WLC
Level 51	TMF
Level 52	QNS
Level 53	GWR
Level 54	PLT
Level 55	KRW
Level 56	HRC
Level 57	RPN
Level 58	CNT
Level 59	BTT
Level 60	TMP
Level 61	MNS
Level 62	SWD
Level 63	LDM
Level 64	YST
Level 65	QTM
Level 66	BRP
Level 67	MRS
Level 68	PPY
Level 69	SWT
Level 70	WTM
Level 71	FST
Level 72	SLW
Level 73	XWF
Level 74	RGJ
Level 75	SNC
Level 76	BKP
Level 77	CRN
Level 78	XNT
Level 79	RNT
Level 80	BSK
Level 81	JWK
Level 82	GSN
Level 83	MMT
Level 84	DNK
Level 85	HPN
Level 86	DCR
Level 87	BNS
Level 88	SDC
Level 89	MRH
Level 90	BTF
Level 91	NSM
Level 92	QYZ
Level 93	KTT
Level 94	FGS
Level 95	RRC
Level 96	YLW
Level 97	PNN
Level 98	SPR
Level 99	CHB
Level 100	LST

PITFALL: THE MAYAN ADVENTURE

Level Select

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, SELECT. The "Level Select" will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose.

Debug

To move your character anywhere on the current level screen, press and hold the SELECT button. While holding it, move the D-pad in any direction and your character will go there—being invulnerable all the while.

Infinite Continues

Use up all three of your lives in the first level. When the "Continue" screen appears, press B, B, B. The counter will change to "9" and stop counting down. This will give you an unlimited amount of continues.

99 Weapons

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, Select. The Level Select will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose. While playing, hold SELECT and press B. You will get 99 boomerangs and sling stones.

READY 2 RUMBLE BOXING: ROUND 2

Enter the following codes from the main menu screen. You'll hear a cheering sound if you entered the trick correctly.

Rumble Man

Left, Left, Right, Left, Right, Right, Left, Right, Left, L-Shift+R-Shift.

Shaquille O'Neal

Highlight Survival and press Left, Left, Left, Left, Right, Right, Left, Left, Right, L-Shift+R-Shift.

Michael Jackson

Highlight Arcade and press Left, Left, Right, Right, Left, Right, L-Shift+R-Shift.

RAYMAN ADVANCE

Pause the game during play and enter any of the following button codes to get the corresponding results as shown below. You will hear a sound if you managed to enter them correctly.

99 Lives

Left, Right, Down, Right, Left, R-Shift.

All Levels Open

Up, Left, Right, Down, Right, L-Shift.

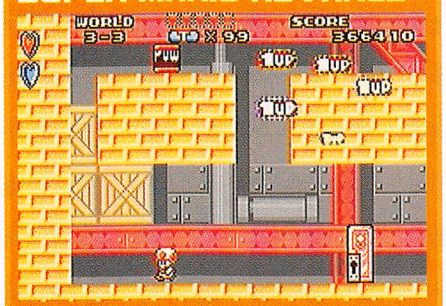
Every Power Available

Down, Left, Right, Left, Up, L-Shift.

Refill Health

L-Shift, Down, Left, Up, Down, R-Shift

SUPER MARIO ADVANCE



Easy 99 Lives

On Stage 3-3, choose Toad as your character and go through the door that leads outside at the beginning of the level. Travel right through the stage until you get to the door that leads you back underground. Upon entering the door, you will notice three plants to the left, and one to the right. The first is a bomb, the second is a potion, the third is a red shell and the fourth is a POW block. Move to the left, dig up the shell and throw it at the two purple enemies. Once you hit them, grab the hearts that pop out if you need them. Now run to the right and dig up the POW block. While carrying the POW block, run to the left until you see two spark enemies circling around two square blocks. As soon as you see them, throw the POW block, hold the B button and run as fast as you can to the left. By doing this, the POW block will hit all the enemies in your way and give you up to five lives. Go out one of the doors and come back in the underground room. You will see that everything is reset for you to do it again. You can do this multiple times to get up to 99 lives!

TONY HAWK'S PRO SKATER 2

Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

Cheats Opened

Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available.

Smiley Face Blood

Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down.

No Blood

Gold the R-Shift button and press B, Left, Up, Down, Left, START, START.

Constant Zoom In and Out

Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START.

Unlock Spider-Man

Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).

Level Select

Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down.
Level Select and Lotsa Money: Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.

Fly Mode

Hold the R-Shift button and press Left, A, START, A, Right, Up, START. You will hear a sound and the wheel will spin around when you enter this code correctly. While playing the game, press B to jump and then press and hold B to begin floating above the ground. You can move anywhere you want with the D-pad and by holding the R-Shift button, you can rack up some massive points. Just make sure you land on your board!

EARTHWORM JIM

Level Skip

Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

Level Select

Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

What the Heck?

SELECT, R-Shift, B, Down, L-Shift, B.

Down the Tubes

Up, L-Shift, Down, A, R-Shift, A.

Snot a Problem

R-Shift, Up, SELECT, L-Shift, R-Shift, Left.

Level 5

R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift.

For Pete's Sake

Right, Left, R-Shift, L-Shift, A, R-Shift.

Buttville

L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT.

ANTZ RACING

Level Passwords

On the main menu, choose Options. On the Options screen, choose Password. Enter the following passwords to jump to higher levels in the game.

Level 2 - Anthill ..... TKMGK
Level 3 - Park ..... KRDKP
Level 4 - Park ..... LRDKQ
Level 5 - Ponds ..... XKMGN
Level 6 - Ponds ..... LSGHQ
Level 7 - City ..... MSGHR
Level 8 - City ..... SQLJT
Level 9 - Dump ..... PSGHT
Level 10 - Dump ..... VQLJC

DEXTER'S LABORATORY: ROBOT RAMPAGE

Unlock the Super Robot

On the title screen, press A, A, A, A, A, A, A, A, A, A, B, B, B, B, B, B, B, B, B, SELECT. You will hear a sound when the code is entered correctly. Now you will be able to play as this robot.

THE FLINTSTONES: BURGERTIME IN BEDROCK

Stage Passwords

At the main menu, access the Password option and enter any of these stage codes.

Stage 2. Fly, Blue Dinosaur, Alien, Sabre Tooth Tiger
Stage 3. Iguana, Iguana, Snake, Alien
Stage 4. Frog, Fly, Snake, Alien
Stage 5. Iguana, Sabre Tooth Tiger, Sabre Tooth Tiger, Snake
Stage 6. Alien, Blue Dinosaur, Fly, Iguana

RAZOR FREESTYLE SCOOTER

Passcodes

At the main menu, access the Password option. Enter these passcodes to access new rounds in the game.

Area B Y2QXMZNHNLLQLBLM9L
Area D YWGBRDTTT00LLBHXWS
Area E 6FVNYFY7W0WWLB8W6L
Area F 2111YQ7TY010ZBHVFS
Area G M2D98XBT00202BHWBS

RETURN OF THE NINJA

Level Select

From the main menu, choose the Password option to get to the entry screen. Enter your passcode as 5TKWFDT 7VFY0M1 H1NT and you will be able to choose any level up to Stage 6.

ROSWELL CONSPIRACIES: ALIENS, MYTHS AND LEGENDS

Level Passwords

From the main menu, access the password option. Enter any of these codes to jump to higher levels in the game.

Level 2 ..... .BFBBBFBH
Level 3 ..... .BGBBBFBJ
Level 4 ..... .BHBBBFBK
Level 5 ..... .BJBBBFBL
Level 6 ..... .BKBBBFBM
Level 7 ..... .BLVVBFBM
Level 8 ..... .BMVVBFBN
Level 9 ..... .BNVVBFBP
Level 10 ..... .BPVVBFBQ
Level 11 ..... .BQVVBFBR
Level 12 ..... .BRVVBFBS
Level 13 ..... .BSVVBFBT
Level 14 ..... .BTVVBFBV
Level 15 ..... .BVVVBFDB

SPONGE BOB SQUAREPANTS: LEGEND OF THE LOST SPATULA

Level Select and All Items

From the main menu, access the Continue option. Enter D3BVG-M0D3 for the password. Press START to pause the game and the Level Select option will be on the bottom of the screen. Choose a level to start with all game items.

TONY HAWK'S PRO SKATER 2

Awesome Password

On the main menu screen, access the Password Input and put in this code as shown.
V!T!MB
BBBBVV
This will give Tony Hawk $81,910. You can buy the best board and get into Skate Heaven with this amount of money!

WWF: BETRAYAL

Debug Screen

On the main menu, choose the Continue option. Put in 4232 for your password. A debug screen will appear, which will allow you to choose your levels, turn on god mode and more!

POKEMON GOLD & SILVER

Duplicate Pokémon and Items

WARNING: THIS TRICK AFFECTS YOUR SAVED GAMES. USE WITH CAUTION!

First, you must decide on the Pokémon and item you want to clone. At any time during the game, press START and access the "Pokémon" option. Choose the Pokémon you want to clone and make it hold and item that you also want to clone (such as a Master Ball). Next, go into a town and find a Pokémon Center. Move in front of the PC and press START. Move down the menu and access the "Save" option. After saving your game, press the A button to turn on the PC. Access Bill's PC and deposit the Pokémon you want to clone into one of the boxes. Then choose "Change Box" and move to an empty box. Press A and choose "Switch." When it asks if you want to save the game, choose "Yes." Now, this part is very important and requires precise timing. The game will tell you that there is already a save file, and it will ask you if it is OK to overwrite the file. Choose "Yes" and immediately turn off the Game Boy. Be sure to turn it off before any words other than "Saving" appear on the screen, or the trick will not work. Turn the Game Boy back on again. Check your party status and you should see the Pokémon you wanted to clone still in your party. Access Bill's PC and look at the box in which you deposited the Pokémon. The Pokémon and the item it was holding will be cloned inside the box, and still in your party! You can clone up to 5 Pokémon and items at one time by doing this trick.

MEGA MAN 5

Power-up Arm Weapon

After you die on a stage, the "Game Over" screen will appear. Press B to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and continue again on the same stage and he will give you another Turbo Accelerator item for even faster fireball shooting!

BATTLESHIP

Stage Passwords

On the title screen, press START and then press SELECT to move down to the "Password" option. Press START again and you will be able to enter any of the codes shown here.

Stage 4 ..... .GKPQZP
Stage 5 ..... .QRKGTD
Stage 6 ..... .QPDGYM
Stage 7 ..... .QQLGTD
Stage 8 ..... .QXFGTL
Stage 9 ..... .QNMGTK
Stage 10 ..... .NPGGYM
Stage 11 ..... .NXHGTL
Stage 12 ..... .NQBGYD
Stage 13 ..... .NQZGPD
Stage 14 ..... .NNCGYK
Stage 15 ..... .HJXQCN
Stage 16 ..... .NYDGTK
Stage 17 ..... .NWLGTM
Stage 18 ..... .NTFGTB
Stage 19 ..... .NRMGTD
Stage 20 ..... .BBQQBP
Stage 21 ..... .YPHGTM
Stage 22 ..... .YRBGTD
Stage 23 ..... .YRZGXD
Stage 24 ..... .YQCGTD
Stage 25 ..... .YSKGPC
Stage 26 ..... .BCSQBV
Stage 27 ..... .BDVQJQ
Stage 28 ..... .YYFGPK
Stage 29 ..... .BJRQZN
Stage 30 ..... .TRGGTD
Stage 31 ..... .JDNQJQ
Stage 32 ..... .TXBGTL
Stage 33 ..... .ZKTQKP
Stage 34 ..... .ZHPQCW
Stage 35 ..... .JCXQJV
Stage 36 ..... .TVDGTL
Stage 37 ..... .TTLGPB
Stage 38 ..... .JZWQKX
Stage 39 ..... .JMRQCQ
Stage 40 ..... .PXGGTL
Stage 41 ..... .CHNQBW
Stage 42 ..... .CGYQJS
Stage 43 ..... .CDTQZQ
Stage 44 ..... .CBPQBP
Stage 45 ..... .CMXQCQ
Stage 46 ..... .CKSQJP
Stage 47 ..... .CLVQZV
Stage 48 (Last Stage) ..... .PPFGYM
Ending ..... .PQMGTD

ASTEROIDS

Password Codes

Enter the following codes on the "Password" screen.

Open Cheat Menu

CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)

Get the Excalibur Ship - PROJECTX

Unlock Classic Mode - QRTREATR

ARMY MEN: SARGE'S HEROES 2

Mission Passwords

Mission 2 Complete C1F6Q3TP
Mission 3 Complete V4R2B1JK
Mission 4 Complete X6K2L1KT
Mission 5 Complete S5H8L2RG
Mission 6 Complete Y2C3T6BF
Mission 7 Complete F1C4P9VP
Mission 8 Complete VJC2PFHC
Mission 9 Complete W3S4C75S
Mission 10 Complete M8R2X4LS
Mission 11 Complete KBHD4V1D
Mission 12 Complete 14NN6168
Mission 13 Complete PD01S4N5
Mission 14 Complete B0T7V9CK
Mission 15 Complete BDD61977
Mission 16 Complete K4TLLC11
Mission 17 Complete S6P8D2KG
Mission 18 Complete 77N5Y14N
Mission 19 Complete Y2K4X8TP
Mission 20 Complete 825VN1N6
Mission 21 Complete KFH1JGC0
Mission 22 Complete T3F8R0ZY
Mission 23 Complete Y7C8R2N0
Mission 24 Complete XW3L7B26
Mission 25 Complete C2X3Q5TC
Mission 26 Complete LV75HRR9
Mission 27 Complete D2K7P0S4
Mission 28 Complete H4KXJ68D
Mission 29 Complete 1NSY1912
Mission 30 Complete JYMCBB01

X-MEN: WOLVERINE'S RAGE

Alternate Costume

From the main menu, access the "Password" option. Put these symbols in the boxes on the screen. Blue Head, Skull Head, X-Men Symbol, Red Hat Head. Now press the A button and you will be taken to the last cinema sequence of the game. After the cinema is done, the game will give you a code to enter on the title screen (with "Press Start" flashing). This code is Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound when the code is entered correctly. Now you can play as Wolverine in his alternate costume.

CASTLEVANIA: THE ADVENTURE

Secret 1-Up

This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.

Hidden Rooms

Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (Level One), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (Level Three). Now go kill Dracula!

NFL BLITZ

Button Codes

From the main menu screen, choose Exhibition Mode and then pick your team. At the "Matchup" screen, press the following buttons for the code results as shown.

No Fumbles:
START, START, START, START, B, B, A, A, A, Down.

Infinite Turbos:
START, START, START, START, START, B, A, A, A, A, Up.

Night Game:
START, START, B, B, A, A, Right.

No Pointer:
START, START, START, B, B, B, A, A, A, Left.

Invisible Receiver:
START, START, START, START, B, B, B, A, A, A, Up.

NASCAR RACERS

Level Passwords

Enter the following codes on the password screen to begin at these new levels.

Jungle Level 1 Finished . . . . . .KTHZTRYW
Jungle Level 2 Finished . . . . . .PXMMZCHW
Jungle Level 3 Finished . . . . . .TYGNDPTS
Jungle Level 4 Finished . . . . . .LZMTTXRS
Egypt Level 1 Finished . . . . . .GCLSYGZW
Egypt Level 2 Finished . . . . . .DYCLNSDR
Egypt Level 3 Finished . . . . . .DTDWWYDZ
Egypt Level 4 Finished . . . . . .CNCMCCML
Europe Level 1 Finished . . . . . .DSTZLCTY
Europe Level 2 Finished . . . . . .NHKMZRXZ
Europe Level 3 Finished . . . . . .LSCLLLZS
Europe Level 4 Finished . . . . . .MKYTNHCX
St. Petersburg Level 1 Finished . . . . . .PPTSZTNT
St. Petersburg Level 2 Finished . . . . . .TTCWXDSW
St. Petersburg Level 3 Finished . . . . . .PGPMWKPY

(Press START during the race and choose "Quit Race" to win with Gold Racer status.)

MEN IN BLACK

Levitate Code

From the Command Center, highlight and enter the "Access Codes" option. Now put in 0601. The screen will say, "Error." Press START and you'll go back to the Command Center. Begin your game and while you're standing, press and hold SELECT+Up to float into the air. While in the air, press Left or Right to move.

Acquire the Noisy Cricket Gun

After entering the fly code, press the SELECT and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!

Skip Stages

Put in 2409 as a password and then begin a new game. To skip to the next level, press START to pause and then press Select.

DRIVER

Stage Passwords

From the main menu screen, highlight and choose Undercover. Then choose to continue and enter these passwords as shown.

Stage 2 . . . .Tire Mark, Police Badge, Pylon, Red Light.
Stage 3 . . . .Traffic Light, Key, Key, Blue Light.
Stage 4 . . . .Pylon, Pylon, Pylon, Police Badge.
Stage 5 . . . .Key, Red Light, Red Light, Traffic Light.
Stage 6 . . . .Key, Police Badge, Tire Mark, Blue Light.
Stage 7 . . . .Police Badge, Pylon, Police Badge, Red Light.
Stage 8 . . . .Red Light, Police Badge, Key, Tire Mark.
Stage 9 . . . .Pylon, Blue Light, Red Light, Red Light.
Stage 10 . . .Police Badge, Police Badge, Traffic Light, Pylon.
Stage 11 . . .Blue Light, Key, Key, Key.
Stage 12 . . .Traffic Light, Tire Mark, Red Light, Police Badge.
Stage 13 . . .Key, Police Badge, Police Badge, Pylon.
Stage 14 . . .Red Light, Blue Light, Red Light, Blue Light.

CHICKEN RUN

Password Codes

Go to the "Password" option. Put in any of the codes for these results. After you enter any of the these passwords, press A and you will hear a sound. You can then enter any of the other passwords as well to combine the codes.

Stage Skip . . . .Oval, Triangle, Circle, Rectangle.
Unlimited Time .Diamond, Oval, Cross, Crown.
Unlimited Corn .Triangle, Triangle, Eagle, Circle.
No Alarms . . . .Crown, Circle, Oval, Triangle.
Level 2 . . . . . .Circle, Cross, Crown, Eagle.
Level 3 . . . . . .Diamond, Eagle, Oval, Circle.
Level 4 . . . . . .Cross, Eagle, Circle, Circle.
Level 5 . . . . . .Crown, Diamond, Crown, Oval.
Level 6 . . . . . .Triangle, Diamond, Cross, Rectangle.
Level 7 . . . . . .Oval, Triangle, Cross, Circle.
Level 8 . . . . . .Diamond, Rectangle, Cross, Crown.
Level 9 . . . . . .Oval, Triangle, Eagle, Diamond.
Level 10 . . . . . .Circle, Eagle, Cross, Eagle.
Level 11 . . . . . .Rectangle, Cross, Rectangle, Diamond.
Level 12 . . . . . .Eagle, Diamond, Cross, Triangle.
Level 13 . . . . . .Rectangle, Cross, Eagle, Eagle.
Level 14 . . . . . .Triangle, Crown, Triangle, Triangle.
Level 15 . . . . . .Circle, Crown, Cross, Oval.
Level 16 . . . . . .Triangle, Rectangle, Eagle, Eagle.
Level 17 . . . . . .Circle, Rectangle, Triangle, Diamond.
Level 18 . . . . . .Crown, Triangle, Diamond, Rectangle.
Level 19 . . . . . .Cross, Rectangle, Rectangle, Crown.
Level 20 . . . . . .Rectangle, Diamond, Triangle, Eagle.
Level 21 . . . . . .Crown, Triangle, Cross, Rectangle.
Level 22 . . . . . .Oval, Cross, Crown, Cross.
Level 23 . . . . . .Crown, Rectangle, Cross, Oval.
Level 24 . . . . . .Oval, Diamond, Triangle, Diamond.

ARMY MEN: AIR COMBAT

Mission Passwords

On the main menu, press Down until the Password option appears. Now put in the following symbols to access these levels.

Mission 2 . .Box, Cross Medal, Box, Box.
Mission 3 . .Bullet, Bullet, Bullet, Cross Medal.
Mission 4 . .Stripes, Bullet, Box, Box.
Mission 5 . .Cross Medal, Stripes, Cross Medal, Bullet.
Mission 6 . .Helmet, Bullet, Stripes, Helmet.
Mission 7 . .Box, Cross Medal, Bullet, Cross Medal.
Mission 8 . .Bullet, Stripes, Cross Medal, Helmet.
Mission 9 . .Stripes, Stripes, Bullet, Bullet.
Mission 10 .Cross Medal, Helmet, Cross Medal, Helmet.
Mission 11 .Helmet, Stripes, Cross Medal, Helmet.
Mission 12 .Box, Cross Medal, Stripes, Stripes.
Mission 13 .Bullet, Cross Medal, Helmet, Helmet.
Mission 14 .Stripes, Cross Medal, Box, Stripes.
Mission 15 .Cross Medal, Box, Stripes, Helmet.
Mission 16 .Helmet, Cross Medal, Bullet, Stripes.

CASTLEVANIA II

Password Codes

These codes are entered from the "Password" option. There will be four boxes and you can scroll through various icons. Insert the icons in the patterns shown below.

Extra Lives

Put a Candle in the first two boxes and a Heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

Sound Select

Put a Heart in all four boxes. You will see a box that says, "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

Secret Password

Put a Heart in the first box, an Eyeball in the second, a Candle in the third and leave the fourth empty. Now press START and you will be put in the beginning of Dracula's castle. Put in an Eyeball, a Heart, a Candle and a Geart in the boxes and you will be in the room with the final boss, Dracula!

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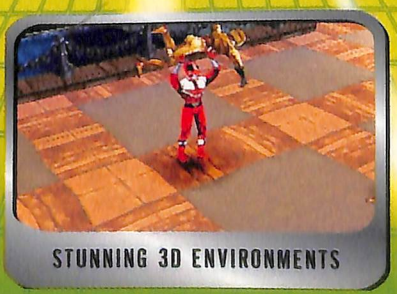

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